November 1991 No. 117
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SU

STILL ON

SINCLAIR USER
For ALL Spectrum owners

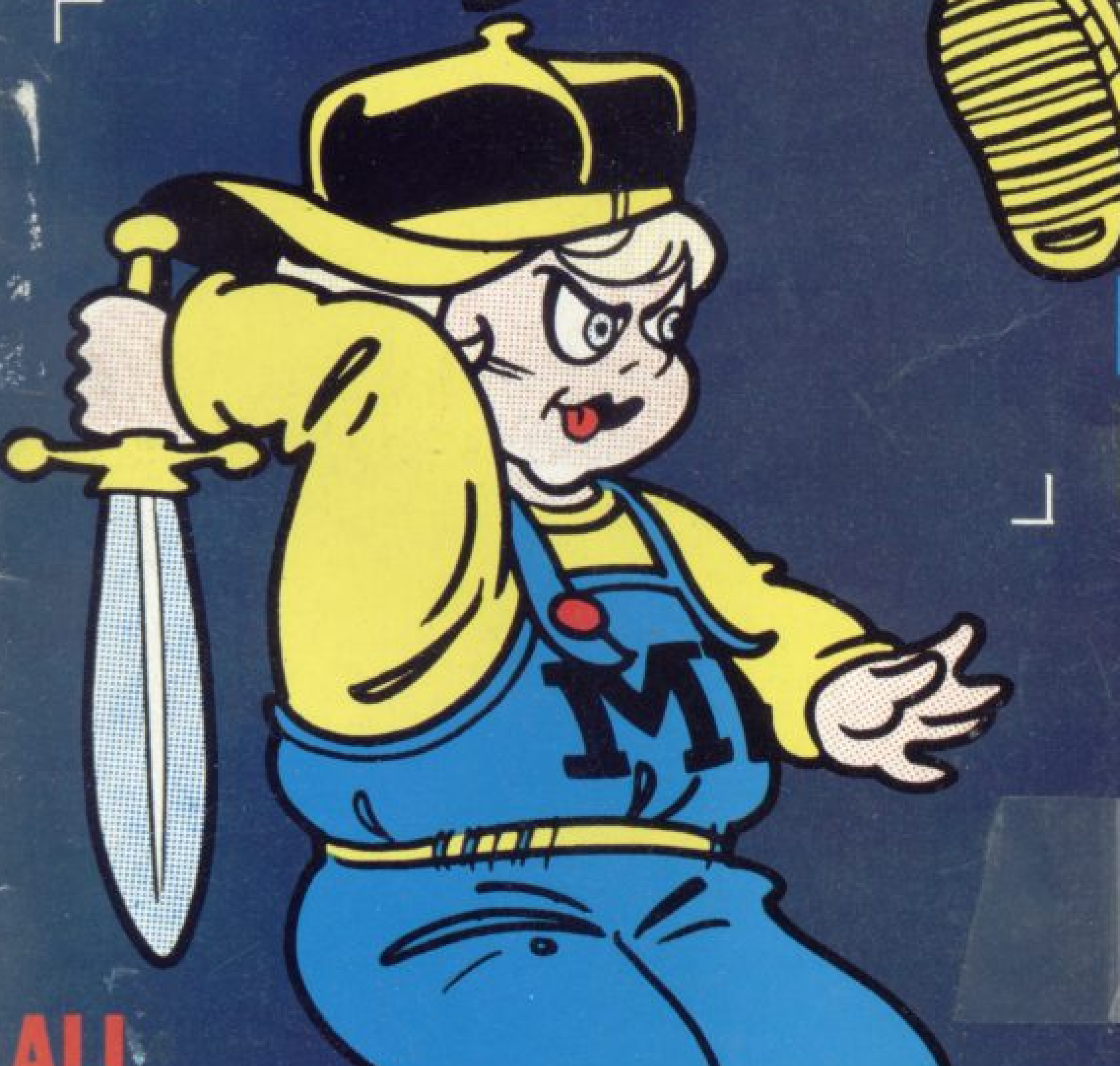
WIN A BUG JOYSTICK

4 PAGES OF MEGA TIPS



CRASH READERS TURN TO PAGE 66

MEGA TWINS
EXCLUSIVE FIRST PREVIEW



SIMPSON'S EXCLUSIVE!

NO AMAZING TAPE?
THAT MEANS:
NO GAMES
NO TIPS
NO POKES
NO UTILITIES
NO WAY!
GO AND ASK THE NEWSAGENT WHAT'S UP!

ALL THESE GAMES INSIDE!!
SIMPSON'S, WWF, MEGATWINS, CAPTAIN PLANET, ROBOZONE, FINAL FIGHT, INDIANA JONES, OUTRUN EUROPA, THE BOND COLLECTION AND MUCH, MUCH MORE!!!

THE GREAT EIGHT
8 PULSATING PIECES OF PROGRAMMING INCLUDING 3 FULL GAMES!!!



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PLAY THE GAME MAN!



Hello fellow humans!

Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!

Thanks man.

CBM AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD









AKKLAIM entertainment inc.

ocean

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Hexagonia (SAM)	52

GREAT 8 — 6

Our readers don't have to suffer 'cos we have beaten them off with a big stick to bring you three of the best! Flying Shark, Nous and our prize game Heartland! But that's not all because as well as an amazing print utility it's packed with Pokes, tips and Cheats. Plus what all +3 owners have been waiting for. A disk program that lets you back-up all your programs! And more!

NEWS — 9

Wondering where all those much talked about games are? Well The Crew's researchers have scoured the country to give you the latest on the software front with up to date progress on Turtles Two, Bonanza Brothers, Indiana Jones and more. Plus special RED HOT NEWS for all Crash readers!

SCRATCH CARD — 10

Fancy winning yourself a MEGA prize then turn to page 10, scratch card in hand, and you could cash in on our 5000 stupendous full price game give away! Hurry don't delay! Scratch today!

COMPETITION — 16

There's a strange new addition to the joystick world, it's called The Bug and it's like nothing you've seen before. Win a host of goodies on page 16.

THE SQUAD — 19

There's even more in the Squad this month with four whole pages of tips and cheats. Plus a complete solution to the Freescape masterpiece The Crypt with maps!

SPECMAN — 24

Our new regular page that'll get the most from your Spectrum. Any problems? The doctor is in.

SU JOB SLOT — 27

Can our readers find jobs for seemingly useless stars of stage and screen?

CHARTS — 30

How's the Spectrum world swingin'? FInd out what's hot!

SORCERESS — 36

She's brazen, she's almost bare and she's handing out comfort to tired heros.

LETTERS — 40

Barry Took, Anne Robinson et al - move over! Garth handles letters with his own style. Rude, discourteous and forthright. (just like Mr Took really!)

SAM PAGE — 52

Another fab review for that spring chicken of a computer The SAM. This month it's the molecular masher Hexagonia that's under the microscope. All that's new in the SAM world will be here.

CHECKOUT — 57

Steve Keen once again dives into the bowels of consumer shopping to bring you the strange, the pleasant and the entertaining!

COIN OPS — 62

Mr Jon Cook back again from the States to present his very own Arcade Awards! Will any of your faves be mentioned!

NEXT MONTH — 66

Can't wait for the next issue? Don't blame you it'll be even BETTER. Don't be disappointed find out what's in the Christmas pot before everyone else (except The SU CREW - naturally!)



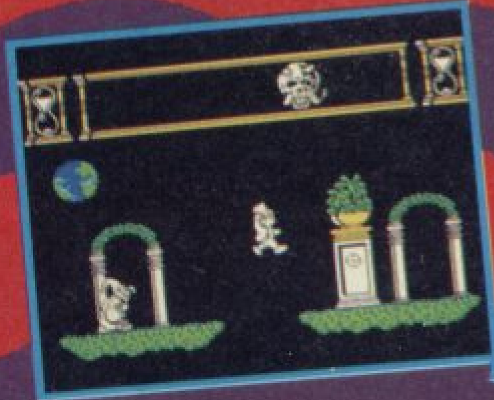
EDITOR: Garth Sumpter « DESIGN: Andrea Walker « DESIGN: Yvette Nicholls « SOFTWARE EDITOR: Steve Keen «SU CREW: John Cook; Pete Gerrard; Phillip Fisch; Ian Watson; Alan Dykes « AD MANAGER: Jerry Hall « AD PRODUCTION: Jo Gleissner « MARKETING MAN.: Mark Swan « MARKETING WOMEN: Sarah Ewing; Sarah Hilliard « PUBLISHER: Graham Taylor « MANAGING DIRECTOR: Terry Pratt « (c)1991 EMAP IMAGES « 071 - 251 6222 (bring,,bring!) « FAX 071- 490 1095 (beep,..beep) « SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU « Colour by Proprint « Printed by Kingfisher

THE GREAT

FLYING SHARK
by OCEAN:

An amazing coin-op conversion to the Spectrum, retaining most of the fantastic features of the original. You've got control of a bi-plane with so many enemies you'll wake up in a cold sweat having nightmares about them. It's difficult to master but easy to play just keep your finger on the fire button and avoid the enemy. One word of advice, if your plane disappears off screen don't worry, it's still actually there but there's killing space either side of the main screen so you havn't suddenly died and been spirited off.
Control instructions are with the game.







HEARTLAND
by Ocean

What a stunner! Heartland is brighter and more psychadelic than Steve's headbands (or even Garth's underpants -Yvette! (How does she know? -Andrea)). The idea of the game is to collect the final pages of the Heartland chronicles which have been scattered around the world. To destroy baddies you must spin your top hat at them three times, hit them twice with a sword or just once with a fireball. Power ups are obtained by collecting bubbles in the air. Heartland is this month's prize game and all you have to do to play it is to work out the answer to the following cryptic clue to gain the password that will let you play it.

THIS MONTHS PASSWORD

"Stop to relieve oneself at the begining of a rural highway."

HEARTLAND PASSWORD

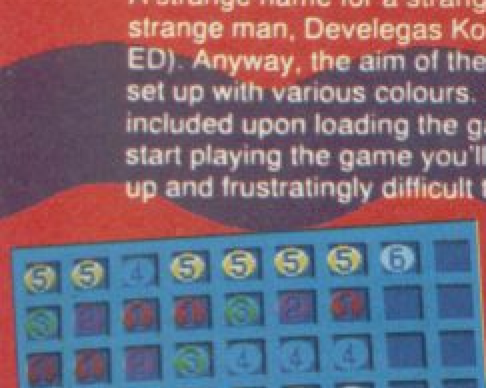
If you can't get the clue then don't worry! If you're really stuck you can get the password by ringing the following number.

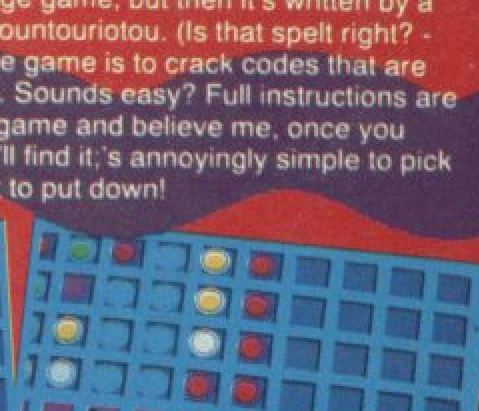
0839 500 819

Calls cost 36p per minute cheap rate and 48p at all other times.

NOUS
by Develegas Kountouriotou

A strange name for a strange game, but then it's written by a strange man, Develegas Kountouriotou. (Is that spelt right? - ED). Anyway, the aim of the game is to crack codes that are set up with various colours. Sounds easy? Full instructions are included upon loading the game and believe me, once you start playing the game you'll find it;'s annoyingly simple to pick up and frustratingly difficult to put down!





MEGADISK by Kobrasoft

This is the utility that all +3 owners have been waiting for. Megadisk gives you the control you actually need to be able to back up all your programs as Megadisk's utilities include CLONE which will make complete back up versions of any software that you may have.



Full instructions with the program.

OOPS!

The amazing MEGADISK utility was originally billed as Megadisk 1 and 2 but oops! We didn't realise that the two disk utilities on it are actually contained within the same program! Oo-er, so next month we might just have to slip in an extra game or utility to make up for this shocking oversight. (Eh! - ED)

POKEMANIA

Yes, it's POKEMANIA! And it's here in SU. Possibly the greatest POKE progam ever written with oodles of load-in cheats for all the latest games. Just load in the tape, select the poke that you want and then load in the game to get infinate lives, unlimited ammo, immortality and so on. Nearly a dozen pokes for all the latest releases!

PRINTY

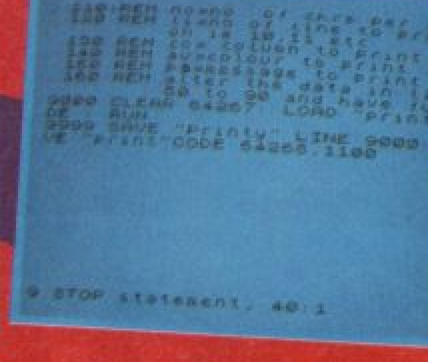
by Graham Mason

This amazing screen printing utility allows you to print out character sets on screen using between 0 and 256 characters per line. Not only that, but you can define in basic, exactly how and where the letters are to print to screen.

Doesn't sound that exciting eh? Well, blast my bottom with a thousand shards of splintered glass if this utility doesn't mean that you can now do AMAZING demos. Yes, you too can type in your own scrolling messages, flashing borders and the like just like you already have on TIPS AMAZING and the fabulous ***POKEMANIA*** (now where did I hear that name before...?) So, that instead of sending letters to your Spec chums, you can send them a squiffy all singing, all dancing program to tell them that your older sister is a pain in the happy sacks or that your cat has been flattened by Prince Edward in his Range Rover, (although he wasn't on his way to work).

Once loaded, the program has on-screen instructions so that even before the tape's finished churning in your deck, you can be penning your first, demo tape. In fact, whoever sends us the best demo made with PRINTY, will receive absolutely free of charge, three completely empty plant pots or a full-price game. Send your PRINTY bits to: WILLIAM CAXTON (1422-1491). WHO IS HE? SU, Priory Court, Farringdon Lane, London EC1R 3AU to arrive here before 15th November.





TIPS AMAZING

by Leigh Thompson

Over twenty load-in cheats telling you how to cheat and beat all the best games.

SU CREW

Garth Sumpter



Outrageousness has put its tender stamp firmly on the SU Crew this month, sweeping around the office quicker than a second rate curry through the digestive system. Warlock, as Garth has now ordered everyone to call him, is famous for his attire and his ever expanding wardrobe was the subject of Crew documentation recently. A quick nose into his cupboard reveals such haute couturial items as a fluorescent lime Zoot Suit, flared collard gold lame polka dotted shirts and platformed espidrills all circa 1964, but most astounding of all are a pair of purple Rhinestone bell bottomed jeans. However they are not of the same period, but this weeks requested Birthday present from his Granny in Brighton! Going clubbing on your own this week again Garth?!

Andrea Walker



Andrea, our over-worked and some would say over-paid, designer has hit hard times. After investing a small fortune in the Paradium Industrial Rubber company, for reasons best known to herself (?), things took a dramatic down turn when share holders discovered that the main receiver of their produce, one Alan Dykes of Shoreditch, had blown all his yearly clothes budget on Bagels. The bottom fell right out of the market (and Andrea's right off of her chair!) and she now wanders the building trying to persuade people that lurex is coming back and they'd be wise to purchase at least one item from her catalogue (rumor has it Garth has so far bought half a dozen!)

Alan Dykes



Big Al has only three vices (two of which are listed above!) Fortunately the third is a lot less messy and more rewarding than the other two and requires less oil! If you haven't guessed it's WWF Wrestling. Every Friday night he steams it down to the local Derby and Joan club, squeezes into a leopard skin leotard and Alan Dykes mild mannered and slightly dislexic reporter is turned into DURODILLO! Getting to grips with a different beefcake every night of the weekend Al says that Durodillo is able to burn off all the frustration (and half the bagels) of the week. Which has to be good news for us!

Steve Keen



Steve faced a fate worse than lunch with Les Patterson last week, he had his driving test! Things were going fine until he actually had to turn the engine on and couldn't find the keys! From there things went from bad to terrible and the proposed 30 minute examination turned into a minor B rated horror flick with dithery old grannies, paperboys and household pets careering and bouncing off the bonnet of his Ford turbo nutter at regular intervals. Mr examiner, who had never seen such carnage since he was in the war, staggered out of the passenger seat and straight into the pub! Steve began to realise that things hadn't quite gone to plan and perhaps he hadn't passed and began trying to relocate various limbs and major organs to appropriate bodies. Bad luck Steve, still there's always next month, (so keep off the streets until he finally passes, eh kids!)



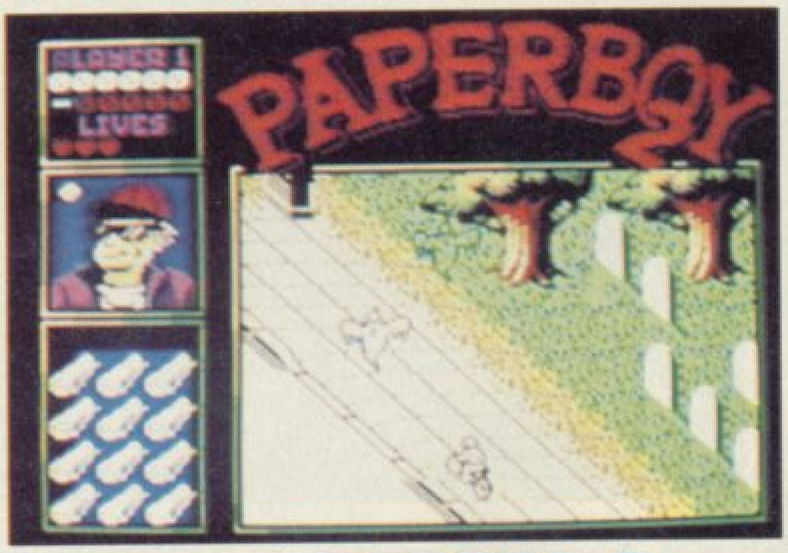
TERMINATOR™ 2
JUDGMENT DAY
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"You'll keep coming back like Terminator himself... good game-play will attract and absorb you... get hold of this, it's as mean as Arnie!" YOUR COMM
"An accurate conversion that will appeal to the fans of the film or the muscle-bound hero himself." ST ACTION
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TERMINATOR 2 JUDGMENT DAY
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TELEPHONE: 061 832 6633
FAX: 061 834 0650
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entertainment inc

UPfront

BONANZA BROS

One game that U.S. Gold will be releasing for Christmas however is the Bonanza Brothers. S.U. can reveal that the thieving duo's platform adventure set over the multiple levels of a mansion house is complete and will definitely be out in November.





PAPER BOY 2

Paper Boy was a huge hit when first released, and the sequel differs only from the original in that it has some gorgeous graphics and has more freedom in movement and playability. An eagerly awaited game that could come up trumps.

CRASH(ED)

We here at S.U. are of mixed emotions on hearing of our competitors, CRASH, demise. On the one hand we are in direct competition with them, but the news that one of our comrades-in-arms has passed on is rather upsetting. Any magazine on the market that promotes our beloved Spectrum has got to be a good thing. The folding of Newsfield, Crash's publishers, does not mean the magazine will not reemerge however, for at the time of writing we have heard that negotiations have begun to buy the magazine from the once proud publishing giant. More news next month.



G-LOC



The three skill leveled sequel to Afterburner is just around the corner. The game is similar to it's predecessor - you are in the cockpit of an ultra expensive, ultra equipped and ultra deadly supersonic plane. It's a basic shoot 'em up with add ons, but U.S. Gold promise that it's speed and action will be unrivaled. Well we'll wait and see but from what we've heard, it's a beefed up version of it's little brother, but the complete low down will be here first.

UPfront

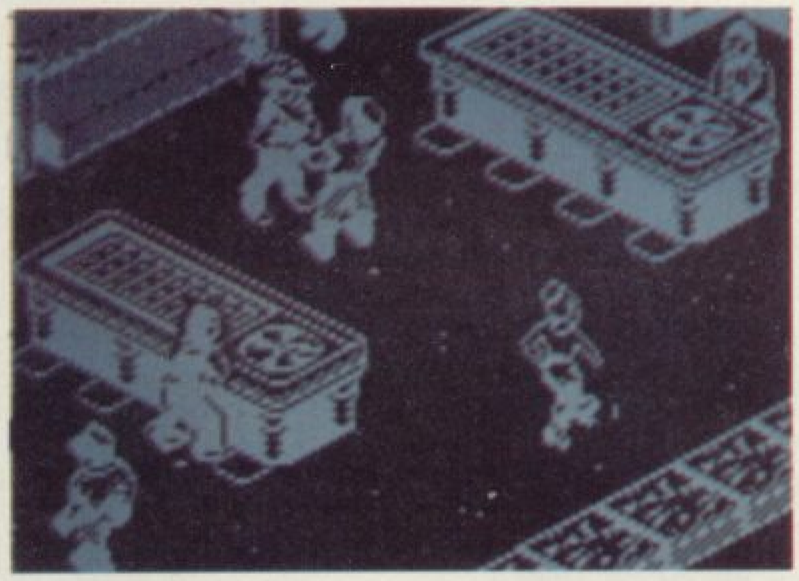
CISCO HEAT

Another new release from Turtle Supremos Mirrorsoft is Cisco Heat. Set in the streets of San Francisco there not a big nosed detective or a Michael Douglas lookalike in sight. The cops have blocked of the roads and are staging there annual car chase through the streets to see who's the hottest of the hot. From our preview copies we can see that the game incorporates hair pinned turns and great detail and faithfully recreates the sense of real street racing (so there's no need to steel your neighbors car right kids!). Cisco Heat's out in November priced 10.99.



INDIANNA JONES AND THE FATE OF ATLANTIS

Another product to be saved until next year is the monumental Indianna Jones release. The sprawling action adventure will be in your local games outlet by February '92. U.S. Gold sensibly decided to save a major release until after the Christmas rush so that we'll all have something to look forward to (and spend our Crimble money on as well no doubt!).



THE SU SCRATCH CARD BONANZA!!

It's so simple to win one of the hundreds of US GOLD games that we've just got to giveaway in our "Everyone Wins" Scratchcard Competition!

IT'S SO EASY

All you have to do is to scratch off the three large panels on your scratch card to reveal what you've won. (That's right! **EVERY** card has a prize!)

If there is an 0839 number revealed, then you have won something and should dial the number in order to claim your prize. You will have won one of the following fabulous prizes:

FIRST PRIZES - 30 WINNERS

Yipes! You've won five (count 'em) US Gold full price greatest and latest games - Total value of over £50!! Just call the line now! (average call is £inal Fight. SECOND PRIZES
350 Second Prizes of one free US Gold full price game chosen from the huge list on the phone line.

THIRD PRIZE

Everyone, and I mean everyone gets to win the third prize which is a crisp 5 note!! And to claim it all you have to do is to phone the line to get a list of all the games that you can claim your 5.00 discount off.

HOW TO CLAIM YOUR PRIZE

Just phone up the number revealed on your scratchcard to get the list of games available and to get the POWER WORD that will validate your scratchcard. Then just fill in the name or names of the games that you want and send your scratchcard off to US Gold at the address on the reverse of the card.

COSTS

All calls are charged at 36p per minute off-peak and 48p per minute during peak times.

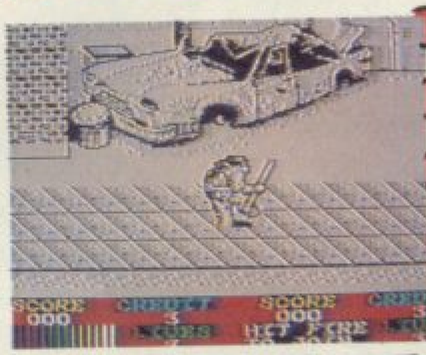
RULES

- **This competition is not open to any employees of EMAP, US Gold or any other company involved in the distribution of Sinclair User.**
- **Proof of posting will not be accepted as proof of delivery.**
- **No responsibility will be accepted for cash sent by post. All cheques and postal orders must be made payable to US Gold Ltd.**
- **Discount cards sent without a cheque or postal order for 6.99 will be deemed null and void.**
- **If you qualify for a prize, please remove the VOID panel and make a note of the reference number underneath BEFORE sending your scratch card off to claim your prize. Failure to do so, may invalidate your claim.**
- **All cards and cheque/postal orders must be received on or before the 18th November 1991 (or 18th December for overseas readers.**


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upfront

TEENAGE MUTANT NINJA TURTLES





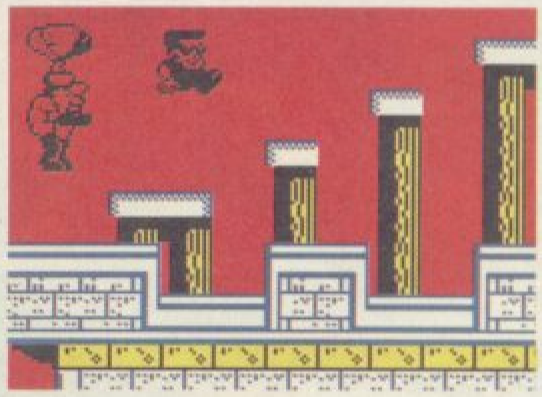
It seems like November is the chosen month for software houses to fill the shelves and consequently our Christmas stockings (even though Garth has a pillow case!). As reported last month the arcade conversion of the Turtles coin-op will be here in time for the Christmas pud. THE Crew saw an exclusive demo some weeks ago at Mirrorsoft HQ when they were seduced into going by the pouting Cathy Campos and her offer to do all the boys laundry for free. The result was that we now have no doubt in our minds that this is a shell shocker and our tip as one of the top Christmas releases. We also have no doubt that there's something very peculiar about Cathy's turbo, injected 4X4 Zanusi Superspin special as we're all now walking around in clothes that are two sizes too small.

Steve "CHECK IT OUT" Keen tells us that the official Turtles video will be out at almost the same time so if we don't get a white Christmas, green will be the next best thing! And let's hope that our relatives buy us some clothes that fit us!



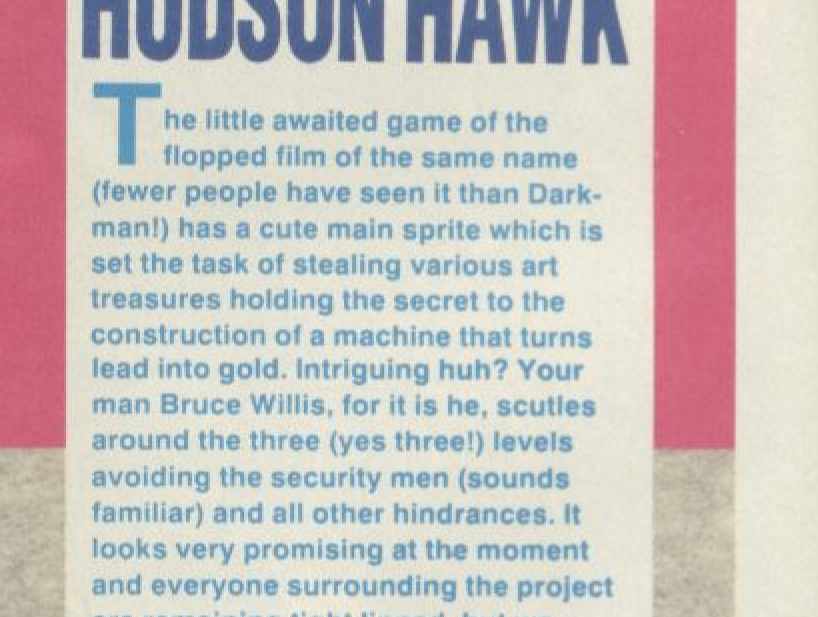


HUDSON HAWK



The little awaited game of the flopped film of the same name (fewer people have seen it than Darkman!) has a cute main sprite which is set the task of stealing various art treasures holding the secret to the construction of a machine that turns lead into gold. Intriguing huh? Your man Bruce Willis, for it is he, scutles around the three (yes three!) levels avoiding the security men (sounds familiar) and all other hindrances. It looks very promising at the moment and everyone surrounding the project are remaining tight lipped, but we reckon that this game's got more to offer than the film did.

TOKI



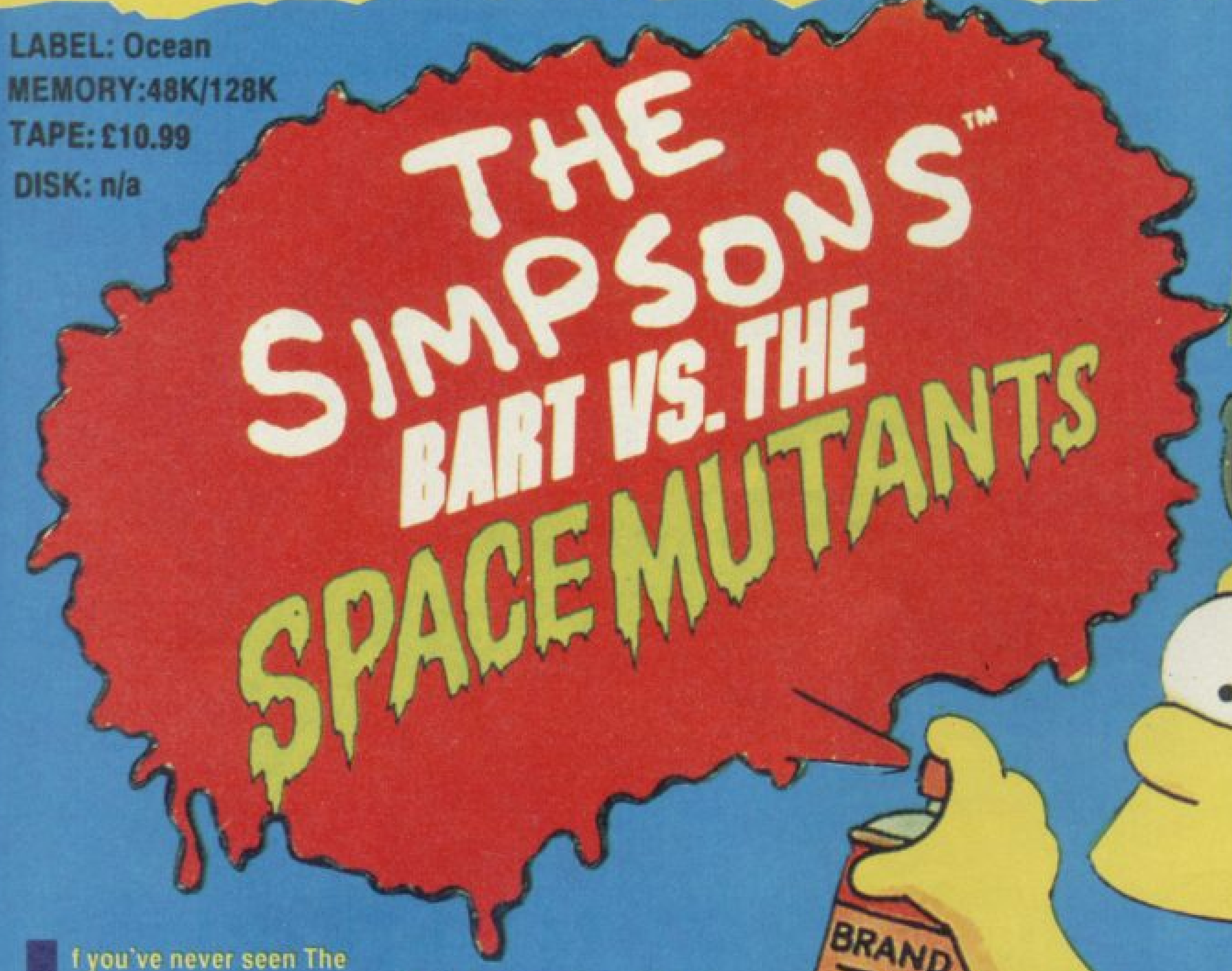
The long awaited release of that neanderthPolic blobual spitting arcade game Toki is facing a minor set back as we speak. Initialy set for a November release it has now been penciled in for April next year due to the length of time it's taking to program. It's particularly upsetting for those magazines who have already reviewed it, eh lads? When the great ape does emerge he'll be 11.99 and 16.99 for tape and disk respectively and we'll be right there at the right time to tell you about it.



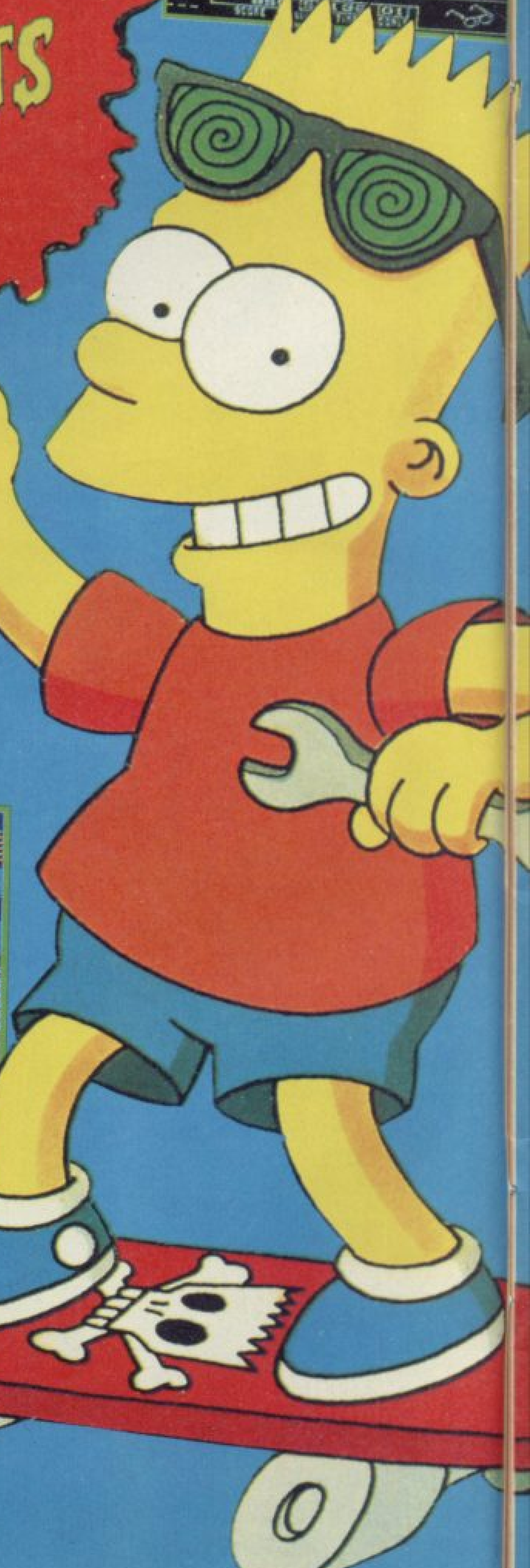
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LABEL: Ocean
MEMORY:48K/128K
TAPE: £10.99
DISK: n/a





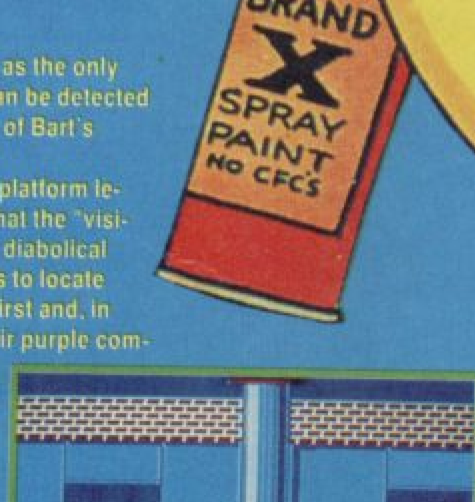


If you've never seen The Simpsons T.V. show then you're really missing something (probably a Sky T.V. satallite dish).

Well it's almost out of this world as it's quite unlike any other cartoon you've ever seen (in an indescribable sort of way). But don't worry friends, the faithful will be Bartless no longer as he's now out on Speccy and getting set to save those of us without satalite dishes...

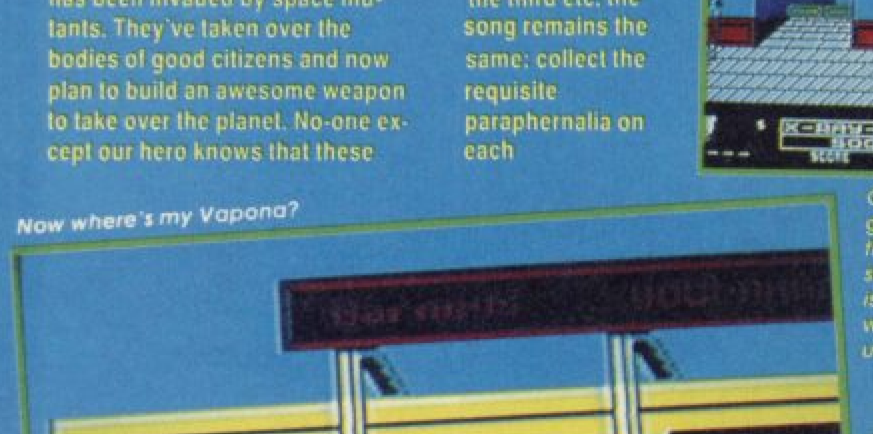
Bart's home town, Springfield, has been invaded by space mutants. They've taken over the bodies of good citizens and now plan to build an awesome weapon to take over the planet. No-one except our hero knows that these beasts are among us as the only way their true form can be detected is through the lenses of Bart's trendy, X-ray specs.

Spread over five platform levels are the objects that the "visitors" require for their diabolical scheme. Bart's task is to locate these aliens objects first and, in level one, respray their purple components with his can of red paint. Although the objects he needs change to hats in the second level and balloons in the third etc. the song remains the same: collect the requisite paraphernalia on each



One thing that is guaranteed to turn the Bartman's egg-shaped head (away!) is a fine looking woman with brown underwear!!!

Now where's my Vapona?

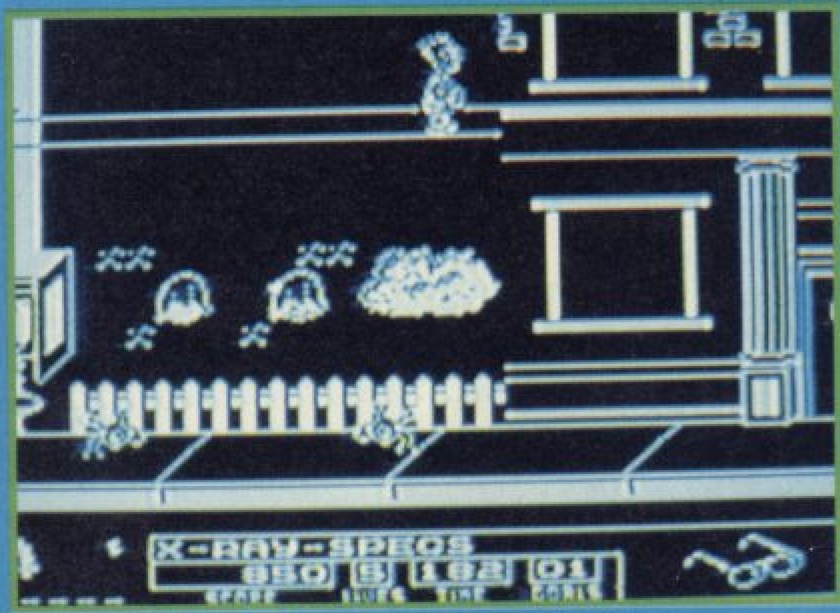


scores

GRAPHICS	89
SOUND	87
PLAYABILITY	87
LASTABILITY	90
OVERALL	90%

Steve Keen

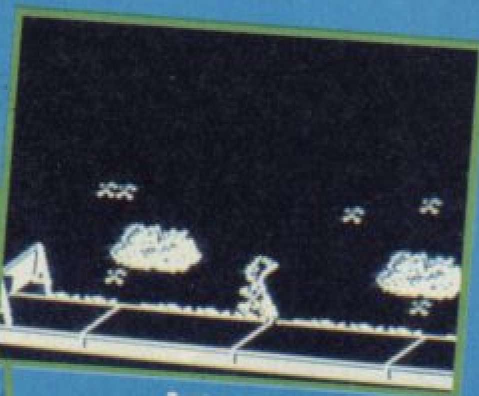
An identical copy of the Nintendo Entertainment System Simpsons game, and although the gameplay is quite complicated, the game has a depth that makes Neptune look a sad, shallow man. Buy this game or you'll eat your shorts!



Way to go Bart! That's a hell of way to make a trunk call.....



Lifebelts ahoy. I never want to see another polo!



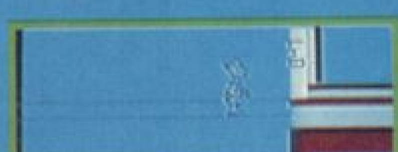
Bart in full Ed Moses mode.

ISU GOLD

GARTH:



Bart's an under achiever and proud of it! And Ocean / Acclaim have achieved a great deal with the Simpsons. It's a thoroughly excellent conversion from the NES system and the puzzles and Bartesque gameplay will make you Do The Bart Man, 'till the wee hours.



level and avoid the nasties.

Some of the pieces needed are out of Bart's grubby little paw's reach and thus a puzzle element is introduced. The game is littered with extra features including teleportation icons and secret levels. There are numerous shops where you can buy the tools needed to solve the various puzzles but I'm not going to give away any real secrets here.



Springfield's a pretty dangerous place to live as it's infested with obstacles. Dancing ballet shoes, moonwalking trainers and disembodied heads in paper bags roam freely throughout all the levels. It's the wide variety and versatility of the invading aliens that keeps you interested as you never know what alien will be coming around the corner next.

Attention to detail is first rate and this Spectrum version when compared to other formats is almost identical - Bart even turns and blinks at you when he's not moving. Bart's "see through" appearance, so common in Spectrum games, is a little annoying, but control of the "egg-tray" head is brilliant as he walks, leaps and runs with ease and there's none of that silly control delay seen elsewhere in the Speccy world.

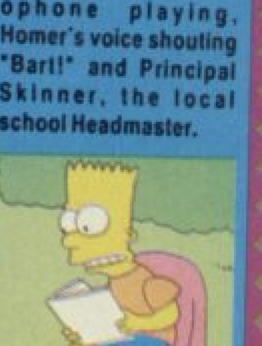
There's not enough room here to dissect this game but rest assured you'll get months of pleasure out of it. An unusual original platform game that begins in Springfield and finishes at the local Nuclear Power Plant where dad works. (Hey this is Bart world!) So look out dudes, it seems that Bartholomew J. is here to stay!

BART FAX

- Bart Simpson is a normal kid from a normal home, or is he? The rest of Bart's family consists of his loving mother Marge, an amazing woman with an even more amazing hair-do and his dad Homer who works at the local Nuclear Power plant and whose favourite after work haunt is Moe's bar.



- He has two sisters, Lisa who is ultra cute, ultra smart and plays the saxophone.
- Marge and Homer's favourite saying is "Why can't Bart be a little bit more like Lisa".
- Bart's other sister is Maggie, the baby and possibly the smartest member of the family. Maggie sits and sucks her soother all day, just like Garth!
- Bart's favourite things are bad language, getting into trouble at school, completely disobeying Homer, scaleboarding, annoying Moe on the phone, cable T.V. and junk food.
- Bart's least favourite things are good food, homework, Lisa's saxophone playing, Homer's voice shouting "Bart!" and Principal Skinner, the local school Headmaster.



GET THE BUG!!

THE AMAZING BUG COMPO

Lock away your Spectrum and your Mum 'cos the creepy crawlies of the joystick world are here. Yes, an amazing BUG is about to strike SU readers the world over and scare the pants off the bad guys in even the most difficult, gut-wrenching and bowel-blowing games that the big boys can throw at you!

This BUG has come all the way from Wales on the back of those cool cats of the joystick world, Cheetah. And that's what your friends will think you are when you get a bash at the most difficult game available with the Bug, a cheetah, yuk, yuk!

The BUG is a small, easy to hold, perfectly shaped joystick, dudes, you ain't seen nothing until you've played around with this equipment!

Put your answer on a postcard and send it to: "I don't like Jerry Hall's spazzy question, I much prefer Phil's Cheetah one", Sinclair User, SU Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All entries must be received by 15th November 1991. Winners will be announced in the Christmas issue of fab SU.

Several amazing facts about bugs:

BUGS are nasty programming deficiencies which occur when you type something wrong into your Spectrum while scuffing your way around the oh-so easy something!

BUGS are the most common living species on planet earth. They're all arthropods which means they've got their skeletons on the outside. Are there bugs? (answer on a postcard to Jerry Hall Arthropod Manager (and general old crusty) SU, SU Towers etc.)

BUGS are electronic devices which spies use to listen in on conversations which they shouldn't be listening in on. If you ever meet Richard Nixon, DON'T mention Bugs!

BUGS BUNNY is the type of cartoon character that should be forcibly placed in a trouser press and straightened out!

BUG Phil Fisch and you'll get a sharp kick in the cashew nuts!

NOW YOU CAN WIN YOUR VERY OWN BUG! OR EVEN A FAB T-SHIRT (SHOCK, HORROR, SCRATCH!).

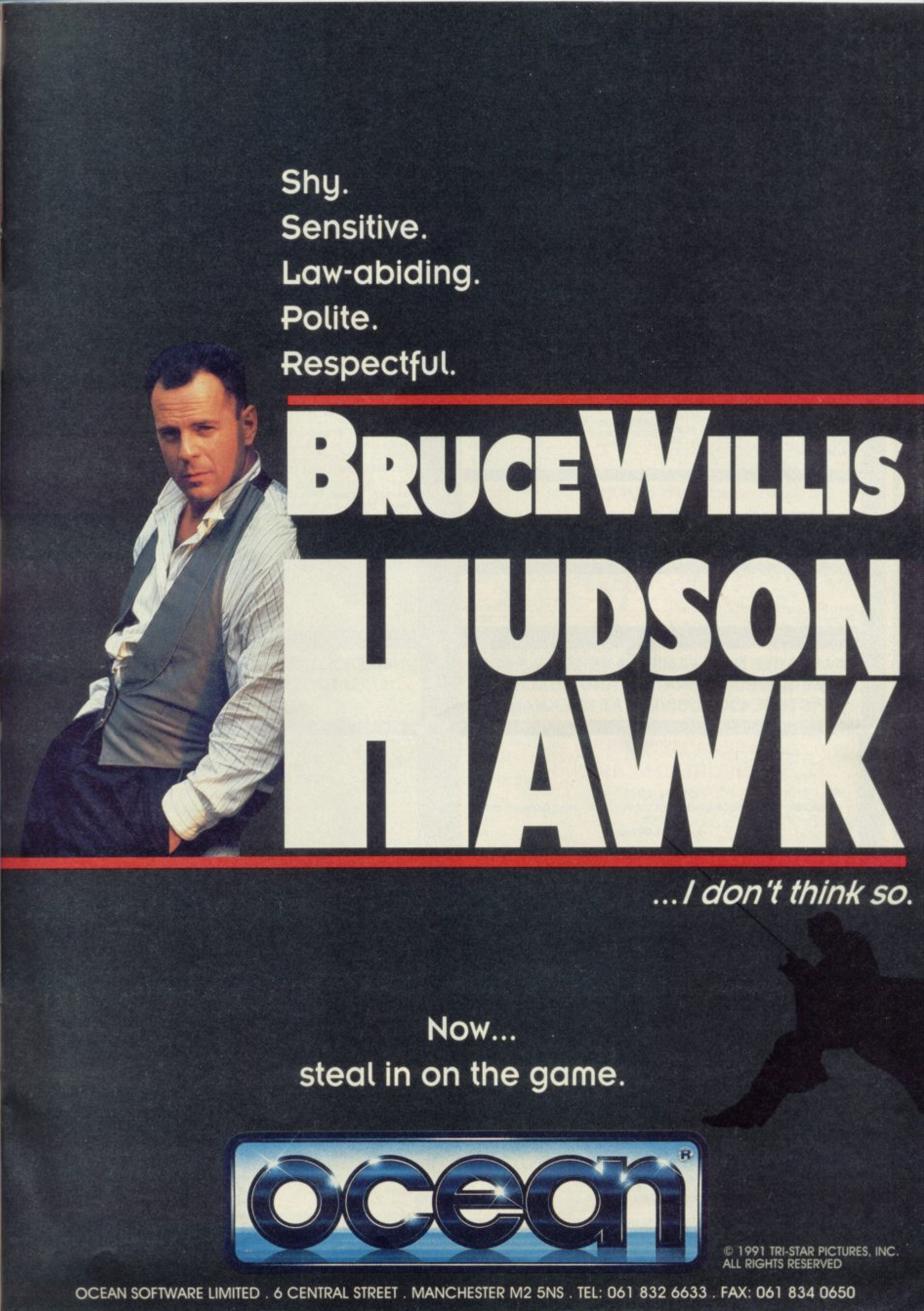
Yes. Cheetah are giving away 10 Bugs (Retail price 14.99) and 15 T-shirts in SU's CREEPIEST competition to date!

"So how do I win this 'ere BUG then? Eh? Eh?" Just answer the following question.

What African animal do Cheetah Marketing use as their company symbol? (Bit tricky this one we thought, so here's a clue - it's fast!



And you could have one of these amazing BUGS crawling through YOUR letterbox and doing a large plop as it hits the mat.


Shy.
Sensitive.
Law-abiding.
Polite.
Respectful.
BRUCE WILLIS
HUDSON HAWK
...I don't think so.
Now...
steal in on the game.
ocean
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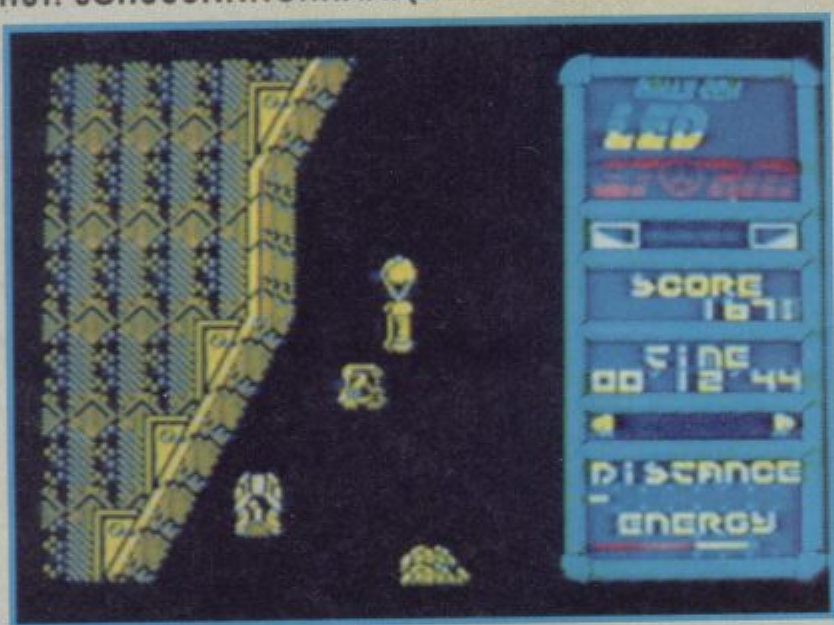
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Access

VISA

HACKING SQUAD

We hope all you soft weenies out there are rested up after your month's vacation away from the squad because now we're back, you're in for the working over of your miserable lives! Corporal Keen has put together four whole pages to help you hack into your favourite games including the full solution to the classic Freescape game The Crypt. So throw away your compasses and clasp a copy of the Squad and move on out! AT THE DOUBLE! HUT! HUT! HUT! SCHUUUNNNCHHAA! (What does this mean? -ED)



Go for a game of exceedingly dangerous proportions on an open road?

LED STORM
When the countdown has finished collect a few points and then press Break twice. This will abort the game. Now when you restart the game your score should have increased to around 300,000.

RUFF "N" READY
On the title screen type in DYLAN and you'll be the equivalent of for infinite lives!

RED HEAT
Press Symbol Shift and all the numbers on the keyboard to get ten lives.

SUPER STUNTMAN
On the high score table type in BIG SCORE and a message will come up "Wanna big score? Then Cheat. Infinite Lives and Time". Nice of the programmers to leave that one in for us eh?

SILKWORM
When the goose neck chopper comes on the screen shoot like hell at it. When the bit that looks like an aircraft canopy explodes so does everything else on the screen leaving bonuses!


Someone's in real trouble!

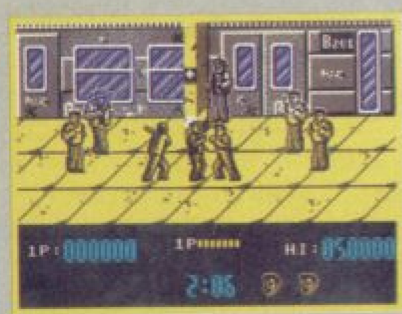
CHRONOS
On the high score table type JING IT BABY for one helluva mutha of a laser - it'll fry just about anything you may get on screen.



If you think that this is too good for Spectrum graphics....You're right!!!

SUPER CARS
The passwords are ODIE and BIGC. Type them in on the main title screen.

STREET HASSLE
To be asked if you want to skip levels just press L whilst playing.



RENEGADE 3
A wicked cheat! If you kneel down and punch everybody you can't die! Can this be true?

SKATE BALL
Type in TIXY on the title screen for infinite lives.

IRON SOLDIER
Type G, A and D to get infinite everything.

BEDLAM
If when you die press you hit the C button you will restart the game with full lives from where you just left off.

SAXION - THE SPECTRUM REMIX
Redefine your keys as CHEAT and then type in the password as LYNN for infinite lives.

TASK FORCE
Define your keys as CHEAT for infinite lives.

QUICK DRAW MCGRAW
Hold down SETUIOP on the menu screen for infy energy.

Well we're flabergasted at Hacker Aidan Hunter's efforts and although we are reluctant to send a prize to someone twice in a row, this squadie deserves it. He says his ambition is to be the most regular Hacker in S.U. and knock off Simon "Hacker" Gould. Our only question is where does he get them all?! And can Hacker Gould come back as top Hacker or will Aidan take the crown from him as Super Squadie? Only next month will see.

Thanks Aidan, and watch the post box for a few goodies that should be dropping by... and for all the rest of you, why don't you send us in your biggest list of cheats, hints, tips and maps and take the hacking crown?

Aidan Hunter, Newcastle-Upon-Tyne, NE19 1BS

TURRICAN
Pause the game and hold down all the keys except H and pause and you should have 99 of everything.

NEW ZELAND STORY
ON the menu screen type FLUFFY for infinite lives. On level 2-2 when at the water, jump up and you'll miss most of the level. Press enter during any level and you'll skip it and type PHILLIP for Mega fire.

ARKANOID
On the High Score Table type in MAAAAH and when you restart you'll be prompted to press the Space Bar which will allow you to cheat your little pixels out and restore your health and lives at the level you died at. And if you're fortunate enough to have the wits to work out how to use our pokes then we'll kick you off with this little one and follow up with a whole lot more.

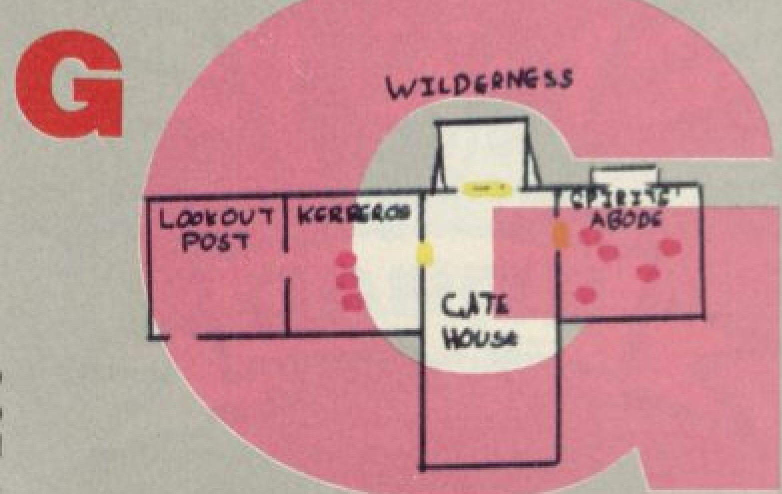
37483, 0 in 48k mode will give you a map of the best way of completing the screen. MEGA!

ENDURO RACER
Hold down Capshift whilst playing and you will go at super sonic speeds and you don't even have to jump over ramps! (Now that's what I call an enduro bike.

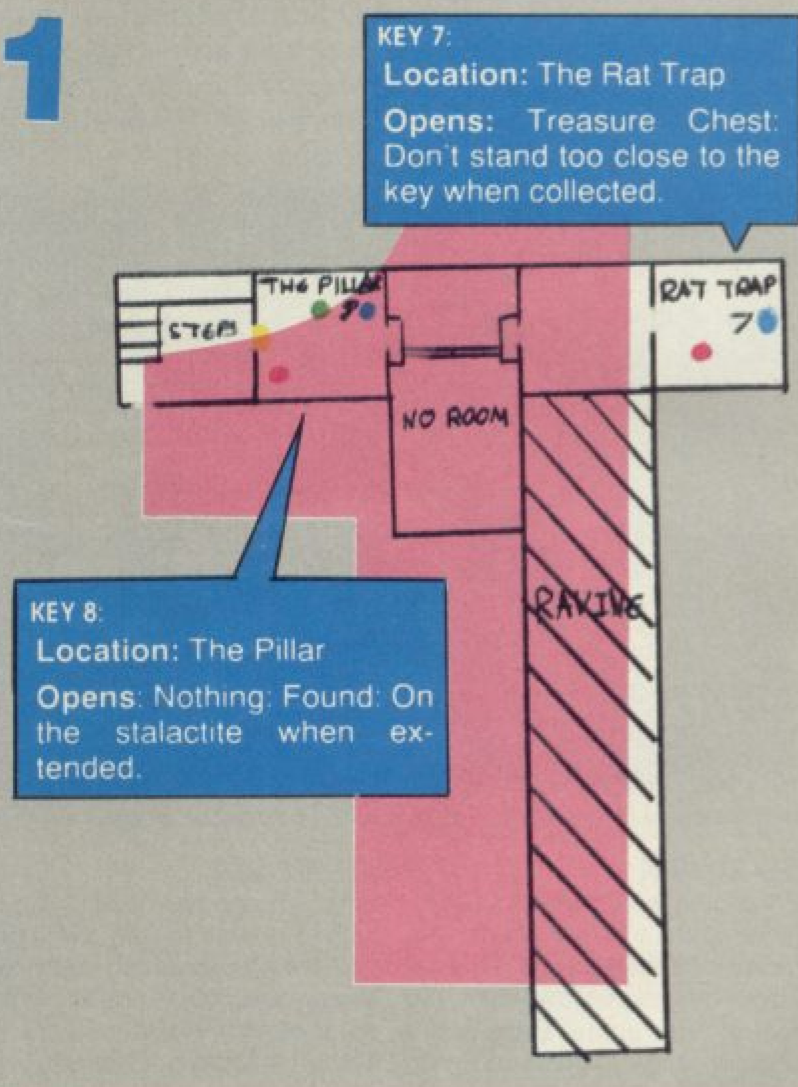
HACKING SQUAD

KEY LOCATIONS

G



1



SOLUTION TO THE CRYPT BY DAVID CRUICKSHANK

LEVEL ONE

Begin your escape by opening the coffin. get key and use it on the door. Do not activate any spirits at this stage. Go to Tantalus. Active step, then go to Last Treasure. Go up the steps and get the key. Activate steps. go to Tantalus again and get food. Open door to Belenus and enter. Get treasure. Go to Pothole open door. Now you can go back and kill all three spirits.

Go to Lift Shaft. move rock with full energy. There should be plenty of food on the stairs. Go to Lift Entrance 5 killing all the spirits on the way. Fall down the trap door. Kill spirit. Shoot padlock off door. Go in the lift and shoot the box. Get key. Press the top button, then the bottom one again. Exit lift and open the white door. Get key and enter lift again. get off at the top floor. Kill spirit. Go to Tunnel and kill bat. Take the first left to the Switch room. Activate the switch and enter the magic door. Jump off the ledge on the left. Get key 6. Enter the door way and get treasure. Shoot the padlock off the door.

LEVEL TWO

Go to level 2 using the stairs. Go to The Pillar and move the brick. Go to level 3. Get key 5 from under the stairs. Open the door to kill Nantosuelta and enter. Kill spirit and get treasure. Open door to the Trapeze and enter. Kill spirit and get food. open door to Stalactites. Go to No Room and shoot padlock off the door. Exit No Room leaving both doors open. Go to level 2 using the steps. Go to the Rat Trap. Kill spirit and get the key. Go to the Pillar. Get key and treasure. Go to level 6. Open treasure chest in Last Treasure. Get key. Go in the lift (which should be at level 3) and get off at level 4. Go up one flight of stairs. Go in the lift entrance and carefully get the key off the wall. Go to Kerreros and kill the three headed spirit. Open the door to the Spirits Abode. (If you can't then check that you have collected all the keys, treasure and killed all the spirits. Kill spirits and walk through the window. Shoot the draw bridge switch (like in Castle Master). Go to Gate house and escape. WoW!

Wow indeed. The whacking great prize of 50 of software is on it's way to David and if you fancy the same send your COMPLETE solutions here to us at S.U. Accept no substitute. To wind up here are a few helpful hints and a quick reference table, enjoy!

CHEAT

As if a small cheat is to face a doorway. At the same time move forward and shoot. You should appear at the other side of the door. This is a quick way of getting across the ravine and getting up potholes. It's also invaluable in the lift shaft.

HINTS AND TIPS

Look down while walking in the ravine.

Keep map at hand or you'll get lost.

Make sure your energy is high before entering Spirits Abode as there are five or six spirits there.

KEY

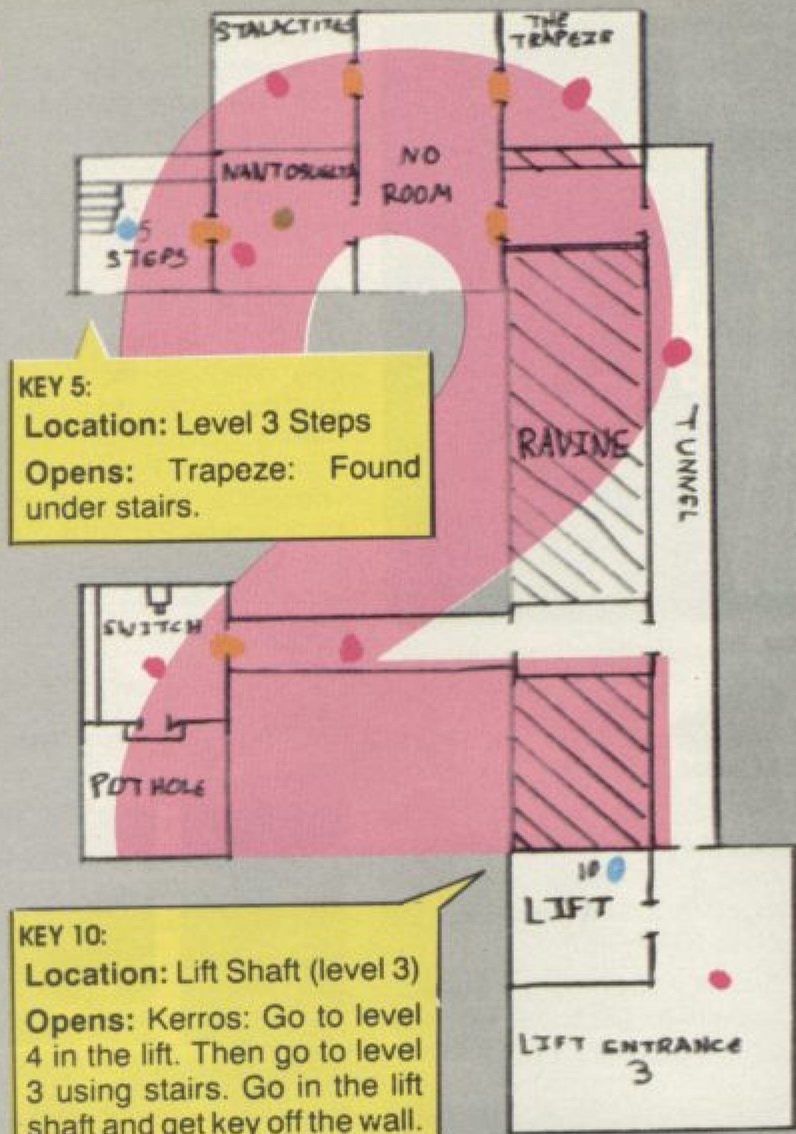
● ....SPIRIT

● ....TREASURE

● ....KEY

..........LOCKED DOOR

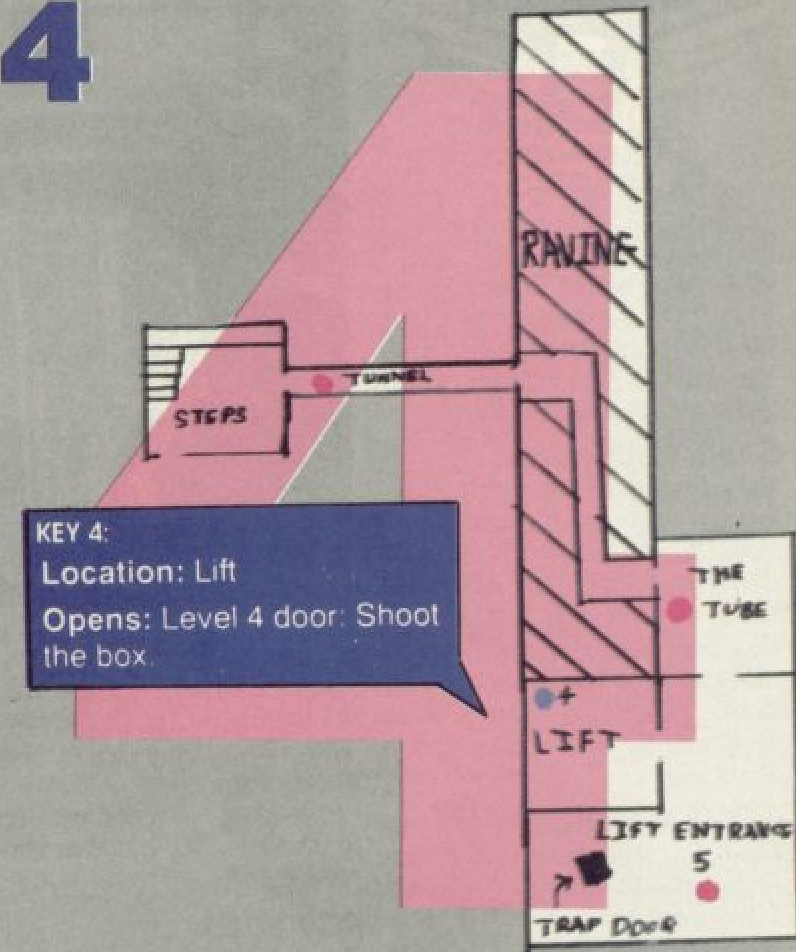
2



KEY 5:
Location: Level 3 Steps
Opens: Trapeze: Found under stairs.

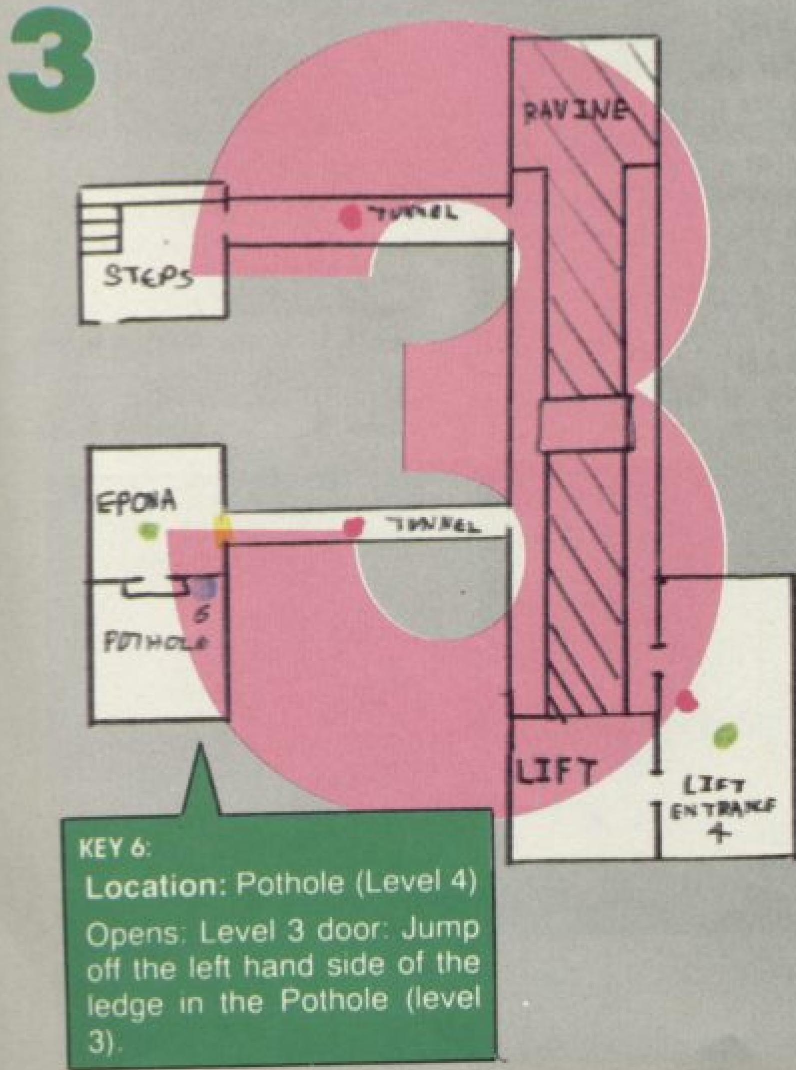
KEY 10:
Location: Lift Shaft (level 3)
Opens: Kerros: Go to level 4 in the lift. Then go to level 3 using stairs. Go in the lift shaft and get key off the wall.

4



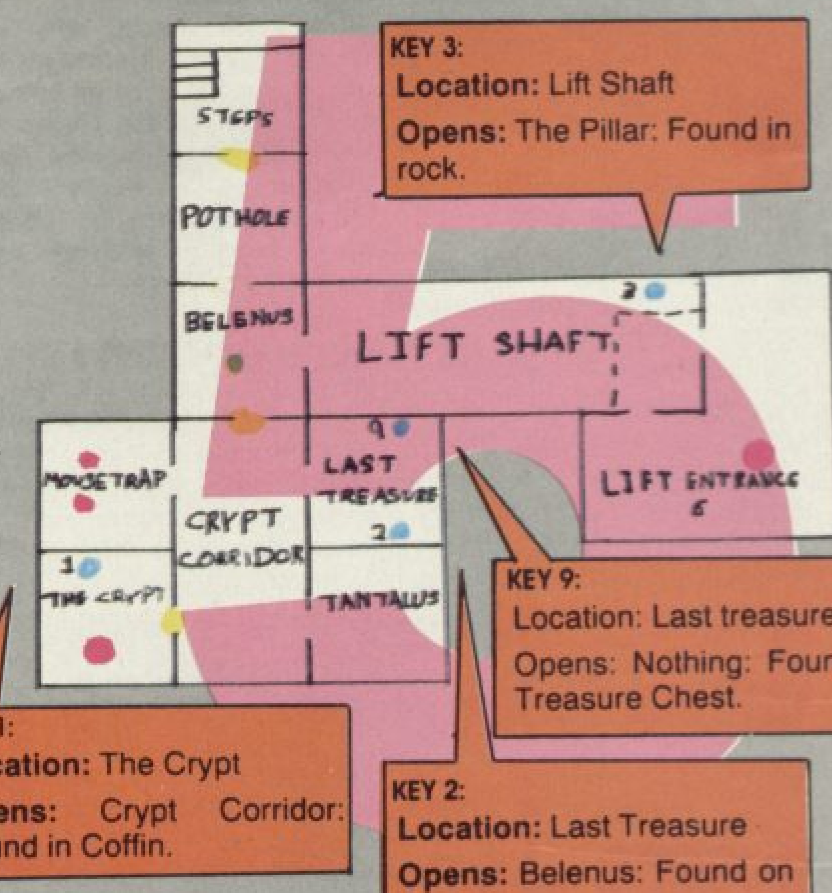
KEY 4:
Location: Lift
Opens: Level 4 door: Shoot the box.

3



KEY 6:
Location: Pothole (Level 4)
Opens: Level 3 door: Jump off the left hand side of the ledge in the Pothole (level 3).

5



KEY 3:
Location: Lift Shaft
Opens: The Pillar: Found in rock.

KEY 9:
Location: Last treasure
Opens: Nothing: Found: In Treasure Chest.

KEY 1:
Location: The Crypt
Opens: Crypt Corridor: Found in Coffin.

KEY 2:
Location: Last Treasure
Opens: Belenus: Found on big box.

Don't forget, the best of the Hacks that we get are rewarded with **£50's** worth of loverly Spectrum software. Next month, the best complete solution to any game will receive **£100's** worth just in time for Christams. So, send your Tips, Pokes Hints and especially Maps (for which there will an extra prize of **£20** cash!!! (plus £100 of free software) to: **The Hacking Squad, SU, Priory Court, Farringdon Lane, London. EC1R**

HACKING SQUAD

THE RACE
Press the keys PITY and Space to get 50 permanent seconds on the clock. Thanks to Grant Thompson, Newmacher, Aberdeen, Scotland, AB2 OPN

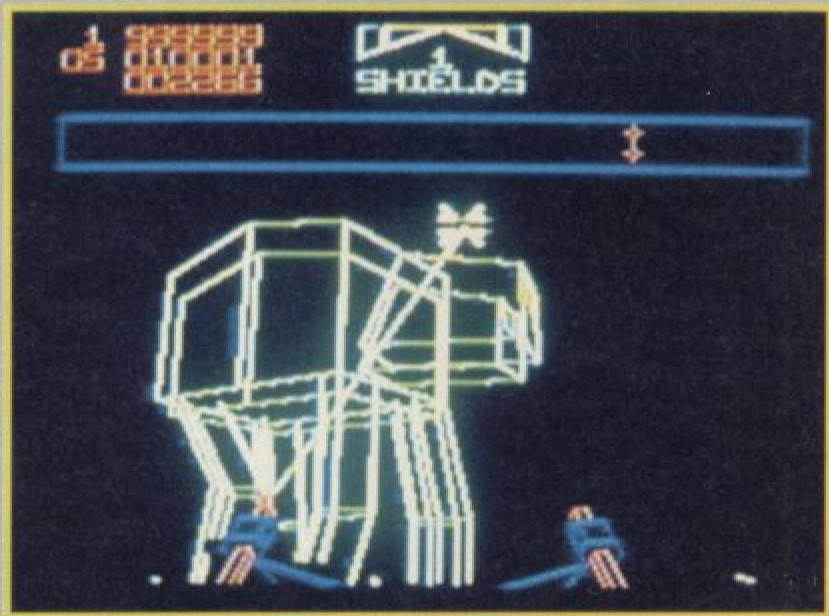
COUNT DUCKULA
Weird cheat of the month coming up. At the start press all the keys down and keep doing so until the Count turns into a banana milk shake bottle. You now only need one key and you can use it to go through every door. Thanks a bunch, Alan McChesney, of Cumbernauld in Scotland.

COMBAT SCHOOL
On the first level run up to the first wall until you're one step away from tripping over it, now start running again and you should be able to get past all the obstacles on that level.



SPITTING IMAGE
Always use your special weapon as it is the most effective move. And you'll never guess but Gorby and Ronnie are the best fighters.

TARGET RENEGADE
To defeat Mr Big either use the snooker cue or jump over him and use back kicks, but don't try attacking him whilst he's down.



It's that increadibly huge Star Wars fighter thingy in Sinclair User..... AGAIN!

STAR WARS
When the message comes up telling you the exhaust port is ahead, move your ship down as far as it'll go and fire your guns repeatedly, this way you should hit the port.

ROBOCOP
To defeat ED 209 walk towards him ducking under his bullets and when you reach him jump up and punch him until he smokes. Thanks to Simon Helston for these useful cheats of Newbury in Berks, RG14 6TA.

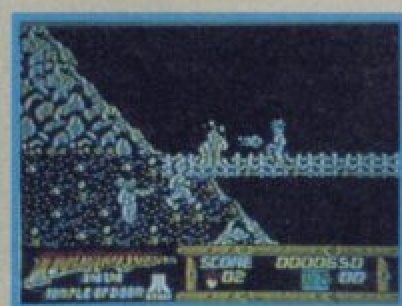
HYDROFOOL
There's no reason why we shouldn't print a few cheats for one of our SU prize games as so many of you actually won it just a couple of months ago. Use horse shoes on sea horses, harpoon on baby whale, hook on wolf fish and spoons on jelly fish.

RICK DANGEROUS 2
When you get to the bonus rooms e.g. the one, two screens from the start of level 1. Miss them out and carry on. The next time you go left or right a screen, you will receive 80,000 extra points.

MAZE MANIA
The passwords are HARLERCH, JUPITER and STAYPUFT.

RASTAN
Hold down Break and Space together for infinite energy. All those Hacks from:

Emma "The loony" Hacker, Lockerbie, D611 2P6 who'll be getting a game for her trouble.



INDIANA JONES AND THE TEMPLE OF DOOM
Once the game is loaded type JIMBO under the joystick option it should say Cheat Mode Enabled. When you start the next game you'll have infinite lives. Loads of thanks to Andrew Irvine, of Glasgow, Scotland, G67 4JT

BATMAN
To skip levels hold down the keys MICK.

GAUNTLET
In two player mode when one of your players dies press down all the keys on the key board and he'll come back to life. Thanks to Christopher Kilbrine, Ayrshire, Scotland.

POKE CITY
We terminate this communication with some assorted pokes from our illustrious squadies out there in Spec Land. If you recognize your Poke then give yourself a large slap on the back and be PROUD! (Special thanks to Jon Rose West Sussex, PO21 4AD).

FIREFLY
44998, x	x=Lives (1-255)
38720, 201	No Aliens



TRANTOR
52221, 0	Infinite Lives
56711, 0	Infinite Time
52514, 0	What Aliens
54236, 0	Inf Ammo

CRYSTAL CASTLES
63733, 0	Infinite Lives

GUTZ
38915, 62	Infinite Lives

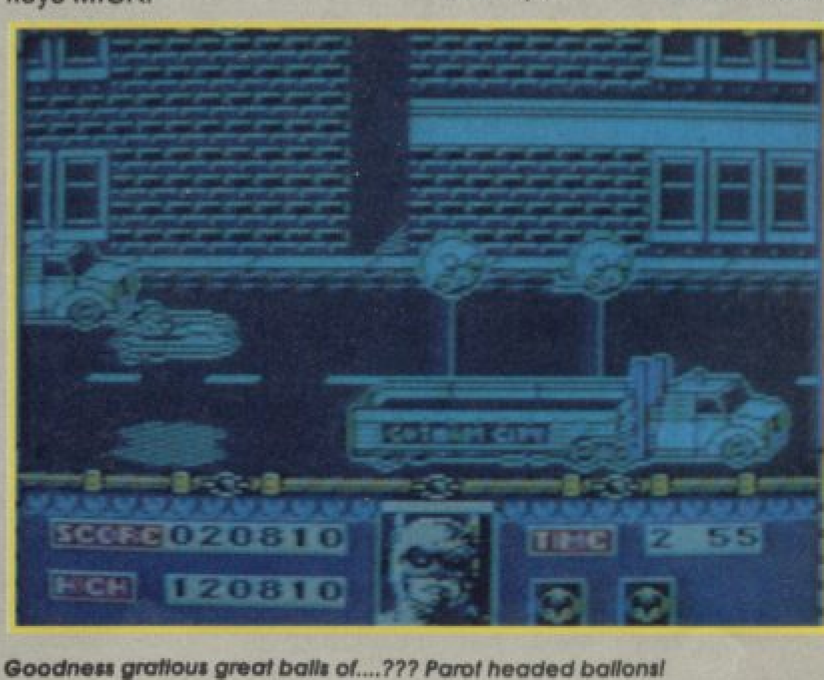
DYNAMITE DAN
65433, 201	Inf Energy
52678, 0	Inf Lives

GUN SMOKE
56404, 0	Infinite Lives

MUTANTS
29667, 0	Infinite Lives



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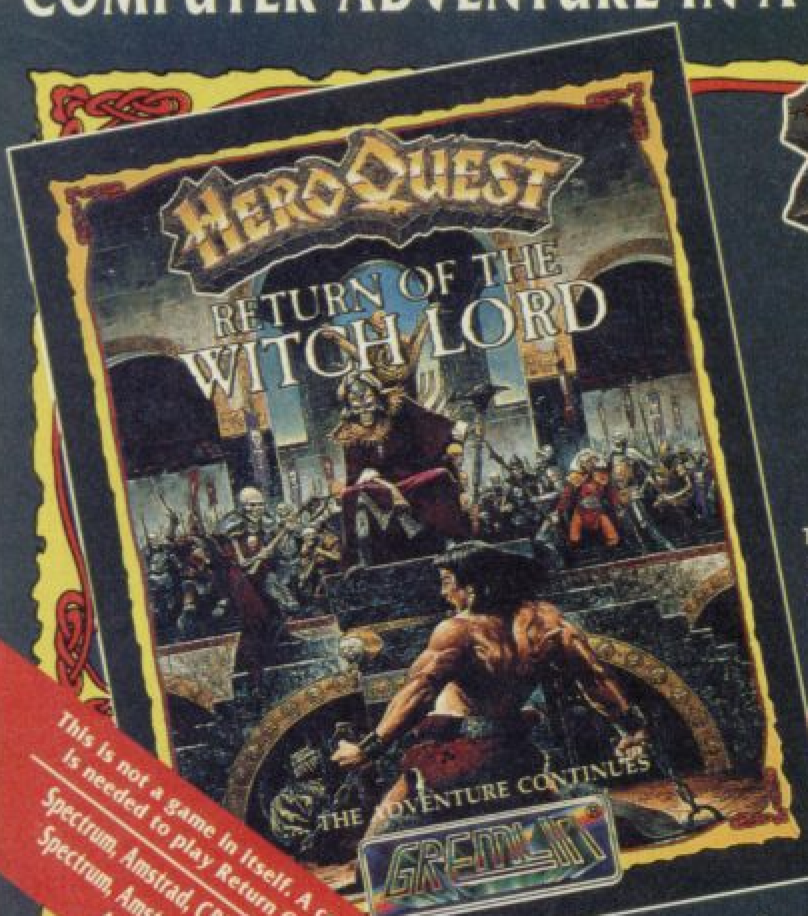
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This is not a game in itself. A copy of HeroQuest is needed to play Return Of The Witch Lord
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Atari ST, Amiga £14.99

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

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specMAN

Due to a freak computing electrical accident whilst trying to replace the computerised injection system on his car with a home computer, Graham Mason has now become SPEC MAN. Part man and part computer, he now heads up the TECH SPEC team in S.U.

Well I've never heard such a load of old cobblers. Specman? I wasn't told about that. I thought that the idea of this article is to show what technical software packages are on offer. You know, the sort of things that are advertised in the back pages of S.U. Still there's nowt as daft as folk (and nothing's dafter than the barmy editor of this mag). Anyway, here we go.

BACK-UP UTILITIES

This month I'll be looking at two major back up utilities and we'll look at software produced by Lerm and Kobrahsoft. These two companies are always advertising their backup utilities, so for once lets forget the advertising claims and get down to the real nitty gritty. Each of the two utilities will be tested by trying to back up five popular Spectrum programs.

WHO BACKS BEST?

LERM produce a utility called Plus 3 Mate and Kobrahsoft produce DB2. Both claim to back-up highly protected disks as well as files plus mountains of other things. So, armed with five of the latest titles I fired up Plus 3 Mate.

PLUS 3 MATE

The disk contains five programs: Boot, Clone, Backup, Cat and Editor.

Boot:

This a program which saves itself to a disk as a autoloader file, "cat"ing the disk as it loads so allowing you to subsequenty load a file using a single keypress.

Cat:

Gives you a directory listing of the current disk showing start length and position of the file on the disk. Nice theory but once or twice "cat"ing a protected disk has caused an instant crash.

Backup:

This very handy utility allows you to select any file on a disk and back it or them up to your target disk as well as format disks of your choice. Utilities like this are worth their weight in gold.

Clone:

This program is designed to be enable you to backup commercial software for archive purposes. It does this by analysing each track and sector and then attempting to duplicate this onto your destination disk. Well, out of five of the latest titles that I tryed, it's backed up four of them which is pretty good going. Just for the interest factor I even gave it a disk off my own PCW and it backed that up also proving to itself to be a pretty impressive utility.

Editor:

This utility would have been fantastic, if only it scanned the disk for sector and track information. But it relies on a rather clumsy hit and miss affair of finding the sector "you" used or require. It also cannot look at protected files. As an 'Oh no frills' sector editor it does its job.

DB2

The Kobrahsoft disk strangely only has two programs on it, loads lightning fast and goes straight into the five challenge using the clone command.

Clone:

Once again this option is really here to backup commercial software for archive purposes. Once again it does this by analysing the track and sector format. Sometimes it may take 20 or more seconds just to look at one track. Time again methinks for the five disk test. Would it manage the four again? No it didn't. In fact it backed up all five first time. Very impressive. And the clone command even has built in the option of saving the image of the disk to tape. This allows DB2 to reconstruct your disk at any time.

Backup:

This again is a file copier, but the choice is to backup to disk or files to tape. At £2.99 a disk, this can prove to be pretty invaluable. Upon selecting your files by "S"elect (the disk does an auto-CAT of inserted disks) the program loads as much information as is possible - 60k worth of data took just seven seconds to load and save including disk swaps, - now that's what I call fast!

Format:

This option allows you to format your disk as an Amstrad :system: c.p.u.: or data, but doesn't stop there. By answering the following on-screen prompts you can create your own unique formats.

Rename:

The facility allows you to alter the names of any of the files on disk.

Cat:

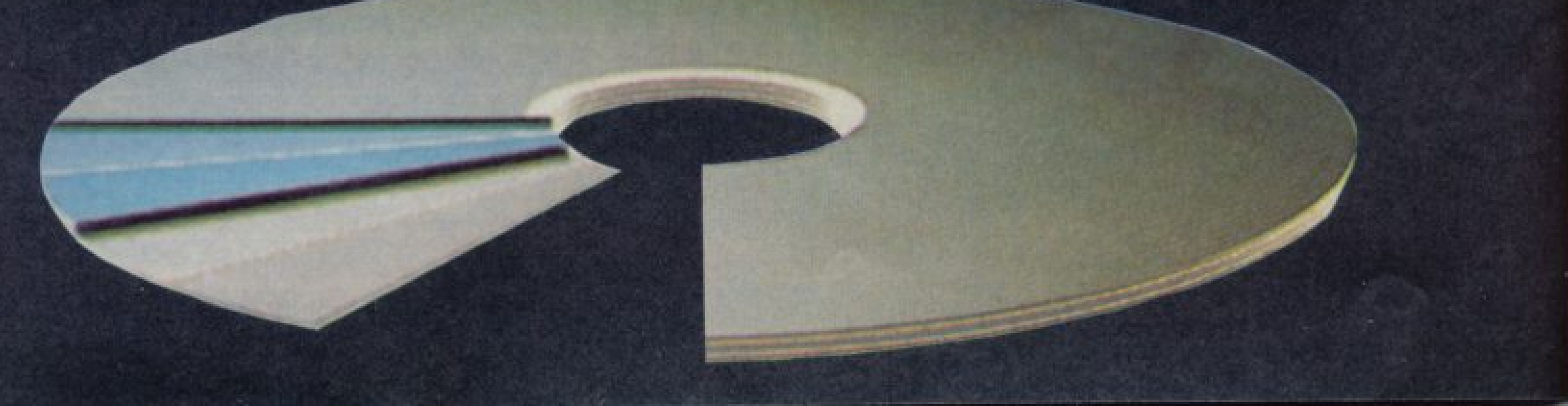
This is an extra program on the disk and cats all the files and allows you to alter their status i.e. Archived systems, etc, delete, undelete, file start, length and where it is on the disk. Non-standard disks can also be 'Cat'ted using this utility.

Sadly lacking from this package is an editor but it is only advertised as a backup utility. Kobrahsoft say that its dice-disk editor is designed to be the complement to its DB2 package.

BEST BUY?

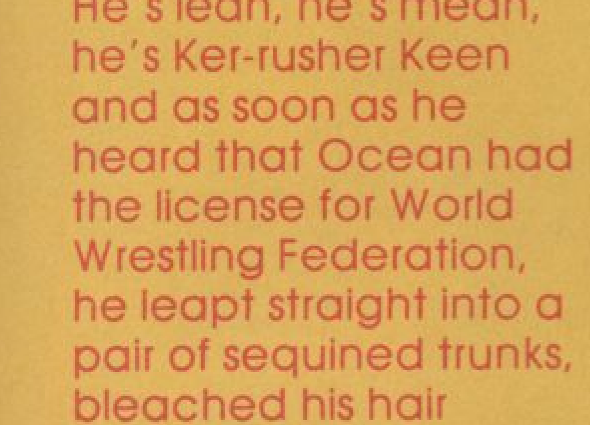
Down to the nitty gritty of actually putting your hand in your pocket. Which one should you buy? Well, both live up to their claims and Lerms comes with a fantastic manual.

DB2	
Kobrahsoft	***Price £14.95***
PLUS 3 MATE	
LERM	***Price £12.99***



WWF

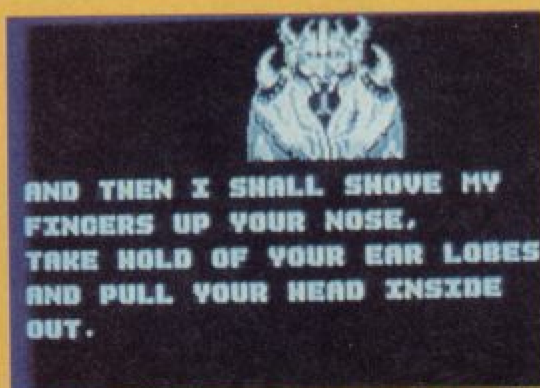
He's lean, he's mean, he's Ker-rusher Keen and as soon as he heard that Ocean had the license for World Wrestling Federation, he leapt straight into a pair of sequined trunks, bleached his hair blonde and leapt onto the next train to Manchester. He'd got as far as Watford before he was arrested by the police...



If good stern talking to won't do a kick in the face might

Howdy sports fans. Step aside Mean Gene, Ker-rusher Keen's here to tell y'all out there in Tag Team Land that the long awaited, much debated and highly rated World Wrestling Federation Wrestlemania is at last on it's way to an officially approved federal outlet near you!

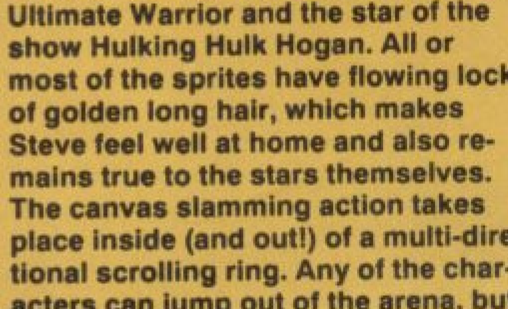
Yep! The awesome spectacle that is WWF is in the hands of those Beef-Cake software developers at Ocean and looks as impressive as the real thing. Everybody knows the extraordinary lengths that the wrestling stars go to in staging their "fights", but there's none of that here as it's bulk against bulk and you're on your own! (Tough luck Garth!)



Now does that sound like your idea of a lot of fun

The characters involved and available for selection are British Bulldog, Ultimate Warrior and the star of the show Hulking Hulk Hogan. All or most of the sprites have flowing locks of golden long hair, which makes Steve feel well at home and also remains true to the stars themselves. The canvas slamming action takes place inside (and out!) of a multi-directional scrolling ring. Any of the characters can jump out of the arena, but have only 20 seconds to get back in.

The two player option allows you and friend to choose a different hulk



Don't you know anything? Only girlies pull hair

and grapple it out together. The looser is ousted from the tournament, but the winner goes on to the next round until he either gets beaten or defeats all of his opponents and takes the legendary belt himself! Ocean tell us that if both players reach the final, in their own respective tournaments, they will share the belt between them, but as this is extremely unlikely to happen a great deal of squabbling will no doubt be avoided.

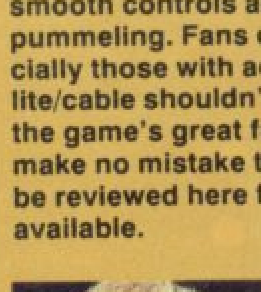


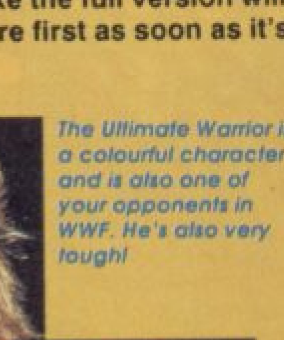
Now then now then then then now! Be friends

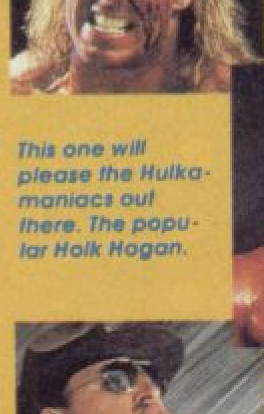
Sprites are massive and all the moves you'd want are here including body slamming, grappling, throwing and everyone's favourite the pile-driver. The characters can even climb to the top of the corner post and jump back in delivering an elbow to the head at the same time!

There are a fair few opponents to slam your way through and those you can trade blows with include The Mounty, Warlord, Ted Dibiase (The Million Dollar Man), Mr Perfect, and everyone's nemesis Sergeant Slaughter. The programing team (who's name Ocean won't divulge) are trying to keep the game as slick and fast as possible and have not yet decided whether to include a referee or not, but memory permitting he will strut the ring with the fighters laying down the law.

WWF looks fantastic with its smooth controls and fast flicker free pummeling. Fans of the sport, especially those with access to satellite/cable shouldn't be disappointed the game's great fun to play and make no mistake the full version will be reviewed here first as soon as it's available.


The Ultimate Warrior is a colourful character and is also one of your opponents in WWF. He's also very tough!


This one will please the Hulkamaniacs out there. The popular Holk Hogan.


The universaly hated Sgt. Slaughter. In the US he's always accompanied by henchmen, but you'll find him more than enough to fight on your own.

LABEL:Ocean MEMORY:48K/128K TAPE:£10.99 DISK:£13.99

DARKMA

Hands up anyone who's heard of Darkman. O.K. quite a lot of you. Now hands up who's seen the film. Ah ha! Is that an up-stretched arm I see at the back or is it Garth doing his Statue of Liberty party piece?

Darkman, the film, didn't do particularly well when ferried across to these shores so Ocean must be hoping that the game fares considerably better. To all intents and purposes there is no reason it shouldn't as it's plot is as intriguing as the contents of a Scotsman's sporran! (Sellina Scott's underpants is what I want to put, but Garth'll only edit it!) (Damn right! -Ed)



Rabid dogs and flying trenchcoats make Darkman's day!

Taking the shriveled form of Poyton Westlake, master of plastic surgery and disguise, who has been horribly disfigured in an acid bath by mobster Robert Durant, you wreak your revenge on the scum of the city as the Darkman.

The game follows the film very closely and incorporated into the six levels of platform beat 'em up action are a horizontally scrolling street fight in Chinatown, a race across the roof tops whilst being pursued by helicopter, a platform beat 'em up set in your booby trapped laboratory as you race to get out, and the final scene set in a skyscraper where you must rescue your girlfriend from the evil master villain Strack and throw him off of the building.

Well with all this off the wall mayhem you're gunna need a man tougher than Arnold Shwartzenegger's underpants and unfortunately our dark chum is not up to the job. Now I can understand that he's a bit weak, he's been through a lot, but he's about as useful as a cat flap in an elephant house when the brown stuff hits the fan!



GARTH : Another game bites the dust due to the main sprites meager pain threshold. Only those of you with the desire for a beat 'em up that will last for years need apply for this particular game.

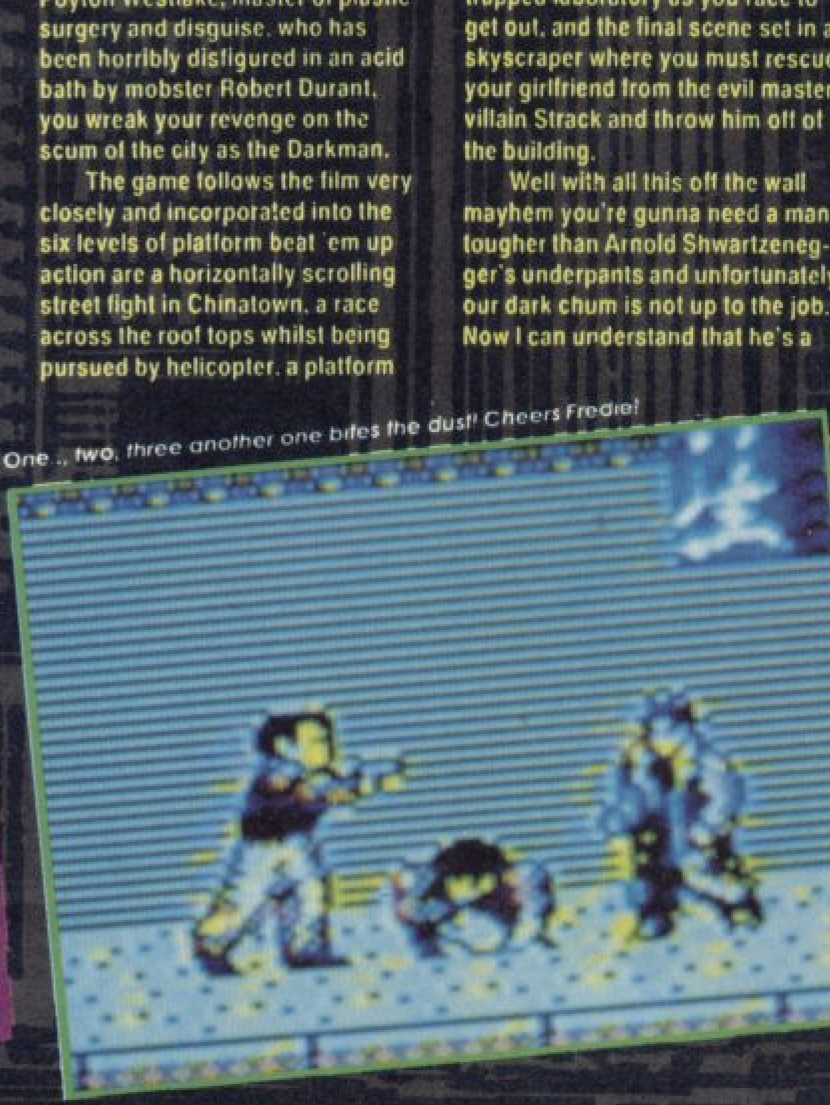
DARK FAX

- If you thought that gold was the most expensive element in the world think again because it is actually a substance called Californium and when sold in 1970 was worth $10 per microgram!
- The greatest number of people killed through chemical warfare were the estimated 4000 defenseless Kurds at Halabja, Iraq in March 1988 when President Hussein wiped out the people for the suspected support they had given to Iran in the Gulf Wa



No-one likes being attacked by a refugee from a Paul Daniels magic show.

One .. two, three another one bites the dust! Cheers Fredie!



You only get one life which is represented by a green and yellow strip at the bottom of the screen which allows you to get hit about 27 times before you die. I know that that's three times more points than your average cat, but unluckily for us old Poyton's as agile as a one footed centipede with athlete's foot! Not much good against a pack of acrobatic blood thirsty Ninjas, gun toting thugians, mad Pitbull's and flying rocks and that's just the first level!

The graphics in Darkman however, are very good. The first foe you meet slumps to the ground once you've defeated them and although the usual colour clash prob-

lems exist, you can easily see what's going down. The various sound tracks and effects are also great and if you get bored playing you can sit back and enjoy at least two tunes whilst you have a cuppa. Backdrops are excellent and have that Double Dragon look to them.

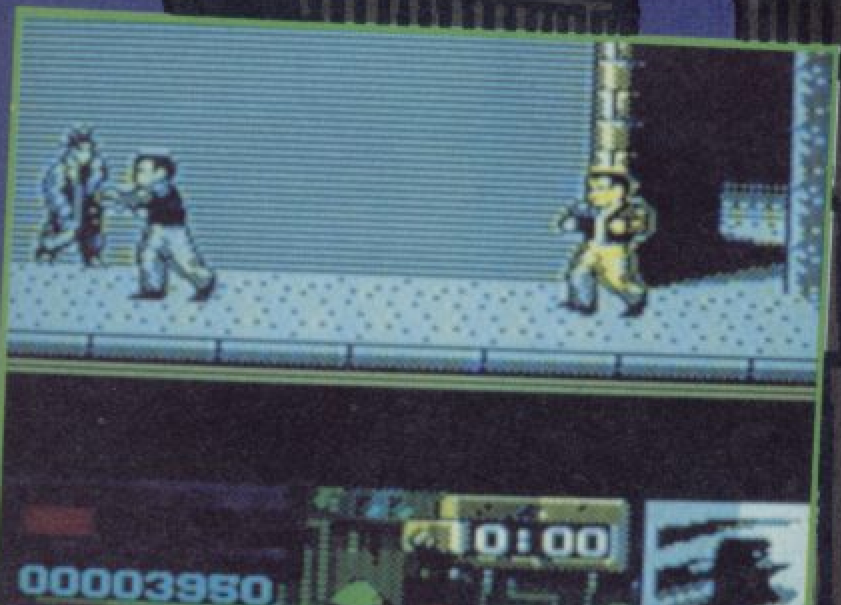
Along with each level there's a specific mission. On the first, for example, you hear of a drug drop and must steal the money to finance yourself. In the Freeway section Westlake leaps out of an exploding warehouse and grabs a rope attached to Durant's swooping chopper. He lowers you into the traffic where you must swing out of the path of trucks and avoid grenades.

scores

GRAPHICS	85
SOUND	87
PLAYABILITY	80
LASTABILITY	75
OVERALL	78%

Steve Keen

I was one of the few people who ENJOYED Darkman so the game was a bit nostalgic for me. It's not that it's too hard it's just that you don't have enough life to start with.



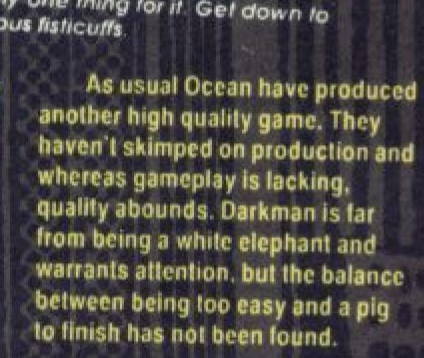
There's only one thing for it. Get down to some serious fisticuffs.



Beefy, barrel bandits alert!

As usual Ocean have produced another high quality game. They haven't skimped on production and whereas gameplay is lacking, quality abounds. Darkman is far from being a white elephant and warrants attention, but the balance between being too easy and a pig to finish has not been found.

Get back Jack!!!!





No flies on Darkman!

SU YOB JOB SLOT

SU is a magazine known for being at the very leading edge of social and economic trends - and so it is with great pleasure that we introduce the SU job slot, where each month we'll do out best to get some poor, unfortunate, downtrodden and unemployable yob a job.

We begin this month with this letter that we found tied to the back of an abandoned Range Rover...

Queenies Place
The Mall
England

14th August

Garfy Sumpter
SU Magazine
Farringdon
England

Dear Garfield Winston Cosworth Blod IV,

One has found one's self in a most embarrassing predicament. After putting heart and sole into one's proposed career of professional orator for the purposes of stage and screen, pater has advised me most strongly to take up a new career of less demanding proportions.

Thumbing through my tattered copies of your most hallowed manuscript, I feel compelled to write to your esteemed organ in the pursuit of undertaking a position. I am an enthused reader of some 27 years (more like 7! - Sorry your scrumptiousness - Ed), and will commit myself and a personal dowry of over 100 farting rubber thingamajigs that one puts under people's chairs, to anyone who will aid me in saving my family from surmounting personal derision.

Go on Garfy - giss a job! Purrrlease!

Eddy

H.R.H. Prince Edward.

(Full name and address withheld due to one's personal request and a rather nasty looking Blue Note from the government).

SU CAREER ASSESSMENT

We unfortunately can't use this person, (we can't actually understand any of what he's written so he might want to apply to YS) but if any readers out there can write into us and suggest a likely job for this man, then we'll gladly donate £30's worth of software and a farting, rubber thingy that one puts under people's chairs.

Send your suggestions of no more that 100 words to:

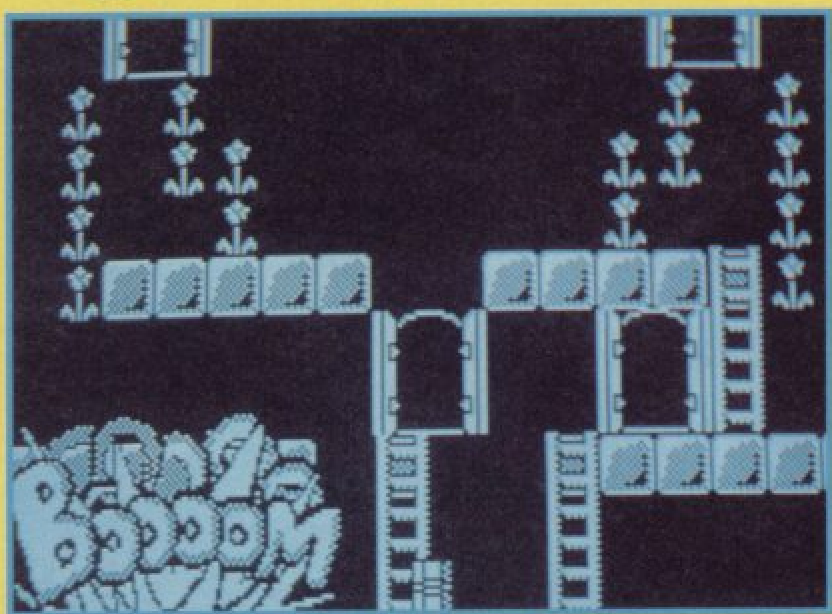
SU JOB SLOT, SU, Priory Court, Farringdon Lane, London, EC1R 3AU, to arrive here no later than 18th November or if you know someone, either a friend, relative or well known personality who need a job, then send a photograph and brief C.V. to us at SU and we might feature them next month.



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LABEL: Storm MEMORY: 48K/128KTAPE: £11.99

RODLAND



ROD FAX

- Rodland is based on a very successful coin-op of the same name.
- Rit and Tam's mother has been kidnaped. The largest ransom ever paid for a kidnaped person is an estimated $170 million paid by the Inca people of South Central America hundreds of years ago to the Spanish invaders.
- The most paid in modern times is $60 million, paid in Argentina for two young brothers.
- The youngest person ever kidnaped was aged 29 minutes in Texas, USA.
- In the game they must collect flowers to build up score and gain lives yet the largest flower ever recorded was a cactus plant discovered in Arizona USA which was 78ft high.
- The smallest species of flower is the chaffweed. A single chafweed seed weighs 0.00003 grams. Rodland's fairies wouldn't get very far with these flowers!

I'll state here and now that I'm not a fan of cute games or gameplay. Forget the rubber truncheons and air bubbles just give me a phase plasma rifle in the forty watt range and I'll take care of anything you can throw at me.

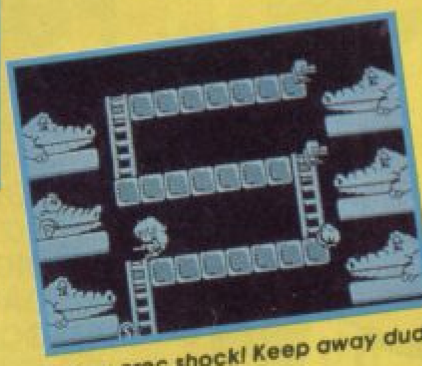
Which might give you some idea of the amount of fire power available in Rodland but that said, I got darn excited after a few minutes of play as Rodland is a step above the ordinary as far as cuties go. So I put down my automatic and picked up a rod and believe me I found nothing fishy about this game.

The basic plot involves two disgustingly cute fairies, Tam and Rit whose mum has been kidnaped and placed in the Tower of "Maboots". Their task is to rescue her and to succeed they must go about it with more energy and enthusiasm than a squirrel trying to climb a greasy pole to get a pint of Carling Black Label!

They're equipped with magic rods which stick like very sticky poles to their enemies' anatomies enabling our heroes to fling them from side to side and destroy them. Some enemies release icons which include a variety of weapons from small flying bombs, to big stationary bombs, medium bouncing bombs and various other items of destruction. These are activated by walking into them and although they don't harm Tam or Rit they cause havoc to their enemies. I especially love the big bang stationary bombs.

Using their rods they are also able to extend ladders between platforms, a very useful feature apart from the fact that their enemies can follow them across them too.

But there are other ways of getting between platforms including jumping on balloons and going through magic doors - (hurrah!).



Wow croc shock! Keep away dude

There are thirty five platform levels, eighteeen different enemies including; mutant spitting sharks, clawing lobsters, boomerang throwing starfish and four major end of level guardians. A gigantic crocodiles, a cute whale, a dozy elephant and a dreadfully dangerous goat, all take you on in a beautiful, well-animated end of levels fight.

The graphics are well planned and although I'm disappointed that there's no colour on the playing screens the sprites are very well drawn and animated. Furthermore, they respond to joystick control quickly and smoothly. This means that gameplay is superb and extremely addictive.

If you want a game that's funny, cute and has lots of lastability then you won't go far wrong with Rodland.



What a big boy! Check da graph-x



This makes CJ look like a mere pup!



STEVE: Gosh this game has the best presentation I've seen on the Spectrum for a very long time. Playability is cute, fast and above all fun, fun, fun ('till your daddy takes the T-Bird away).

SU GOLD

Scores

GRAPHICS	90
SOUND	72
PLAYABILITY	91
LASTABILITY	93
OVERALL	91%

Big Al Dykes

Gee I love this game, great cartoon graphics and ridiculous animal enemies combine to create the most enjoyable bash I've had in ages. You won't get fairy wary for 'till you finish!

CHARTS

BUDGET TOP 20

1	(NE)	NEW ZEALAND STORY	Hit Squad	£3.99
2	(1)	BUBBLE BOBBLE	Hit Squad	£3.99
3	(3)	MAGIC LAND DIZZY	Code Masters	£3.99
4	(18)	THE MATCH	D+H Games	£3.99
5	(4)	SHINOBI	Mastertronic	£3.99
6	(2)	DIZZY PANIC	Code Masters	£2.99
7	(5)	PRO FOOTBALLER	D+H Games	£3.99
8	(NE)	CABAL	Hit Squad	£3.99
9	(11)	DOUBLE DRAGON	Mastertronic	£3.99
10	(8)	DRAGON NINJA	Hit Squad	£3.99
11	(NE)	QUATRO SKILLS	Code Masters	£3.99
12	(NE)	WORLD CRICKET	Zeppelin	£3.99
13	(NE)	FOOTBALLER 2	GBH	£3.99
14	(10)	QUATTRO CARTOON	Code Masters	£3.99
15	(12)	MULTIMIXX 1 GOLF	Kixx	£4.99
16	(6)	SLIGHTLY MAGIC	Code Masters	£3.99
17	(9)	UNTOUCHABLES	Hit Squad	£3.99
18	(NE)	MOONWALKER	Kixx	£3.99
19	(NE)	MOUNTAIN BIKE 500	Code Masters	£3.99
20	(17)	CAVEMANIA	Atlantis	£3.99

FULL PRICE TOP 10

1	(2)	HEROQUEST	Gremlkin	£10.99
2	(1)	MANCHESTER UTD EUROPE	Krisalis	£11.99
3	(5)	F-16 COMBAT PILOT	Digital Int.	£14.99
4	(4)	TURTLES	Mirrorsoft	£12.99
5	(3)	VIZ	Virgin	£9.99
6	(8)	BIG BOX	Beau Jolly	£16.99
7	(NE)	DARKMAN	Ocean	£10.99
8	(RE)	GOLDEN AXE	Virgin	£10.99
9	(NE)	GREMLINS 2	Elite	£12.99
10	(NE)	POWER UP	Ocean	£16.34

GARTH'S FIVE FAVOURITE CARS AND WHY HE PREFERS THEM!

1 A Morris Traveler. Garth remembers driving one of these when they came out in the 1950's. In fact if his pension would allow it he'd buy one now.

2 Vauxhall Cavalier SRi's. He loves these so much because he sees them as a symbol of his individuality and belief in personal freedom. Also, the SU Crew reckon that they represent his amazingly cavalier attitude in editing SU.

3 Beach Buggies. Believe it or not the SU supremo used to be a surf dude, soaking up the rays at Malibu beach and being admired by hordes of ravishing girlies.

4 Drag racers. Believe it or not, the SU supremo used to be a Drag car racer, soaking up the rays in Daytona and being admired by hordes of ravishing girlies.

5 Formula one cars, believe it or not the SU supremo used to be a formula one racer, soaking up the rays in Monaco and being admired by hordes of ravishing girlies.
(Yes Garth, of course we believe you ... ahem -The Crew)

ALAN'S MOST HATED CARS OF ALL TIME.

1 Minis "Like Steve, I just can't fit into them". The last time Al got into one the fire brigade had to cut him out!

2 .Golf GTi's, they don't seem to be very well built, because the accelerator always seems to be screwed to the floor of the car and can't be moved, this means that they always drive around at full speed.

3 Range Rovers. Range Rover drivers always open their doors just as you are cycling past and knock you off your bike.

4 Opel Manta GTE's 'cos it's too easy to lock your keys in the boot and it takes ages to get them out, also Phil Fisch drives one and he doesn't like losing his keys!

5 Volkswagen Beatles, everyone who drives a Beatle has to smile, be really concerned about the environment and be insanely happy all the time. What a bummer!

STEVE'S LEAST FAVOURITE AUTOMOBILE RELATED JAPES:

1 Learning how to drive. This is very difficult for Steve, he can fly a plane, sail a ship and ride a motorbike but driving is a big problem!

2 Getting lifts from non-hippies and bread heads. They always talk about boring things like the weather and share prices whereas Steve is only interested in horticulture and Buddhist revivalism.

3 Fast cars, Steve hates them because he loves fast women but since he hasn't got a fast car they won't speak to him.

4 Back seat action (oo er!), being 6'5" Steve cannot actually fit into the back seat of his mini clubman and thus only gets a chance to snog in the cinema.

5 Roundabouts, Steve once travelled 52 miles around a mini roundabout in Ascot, however the Guinness book of records have refused his entry on the grounds that he was listening to Stock, Aitken and Waterman and they refused to get out of his car.

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Programmed by: The Kremlin 1990 Eon Productions Ltd/MAC B. Inc The Spy Who Loved Me © 1977 Danjaq S.A. All rights reserved. © 1977 United Artists Company. All rights reserved. Gun Logo Symbol © Danjaq S.A. and United Artists Company. All rights reserved. Lotus & Esprit are registered trademarks of Group Lotus plc. Artwork and Packaging © 1990 Domark Ltd.

LICENCE TO KILL



• Take control of this multi-level, multi-role game of the latest and most exciting James Bond movie. Now's your chance to pilot helicopters, drive articulated tankers, perform death defying parachute stunts and water ski barefoot.

Programmed by: Quixel. Film distribution by MGM/UA Distribution Co Gun logo symbol © 1962 Danjaq S.A. and United Artists Company All rights reserved. Packaging © 1989 Domark Ltd

LIVE AND LET DIE



• M's briefing was simple, "Find Mr Big, and don't come back until you do." Q has given you his latest toy – the fastest and most dangerous speedboat ever made.

"Good luck 007 – you'll need it."

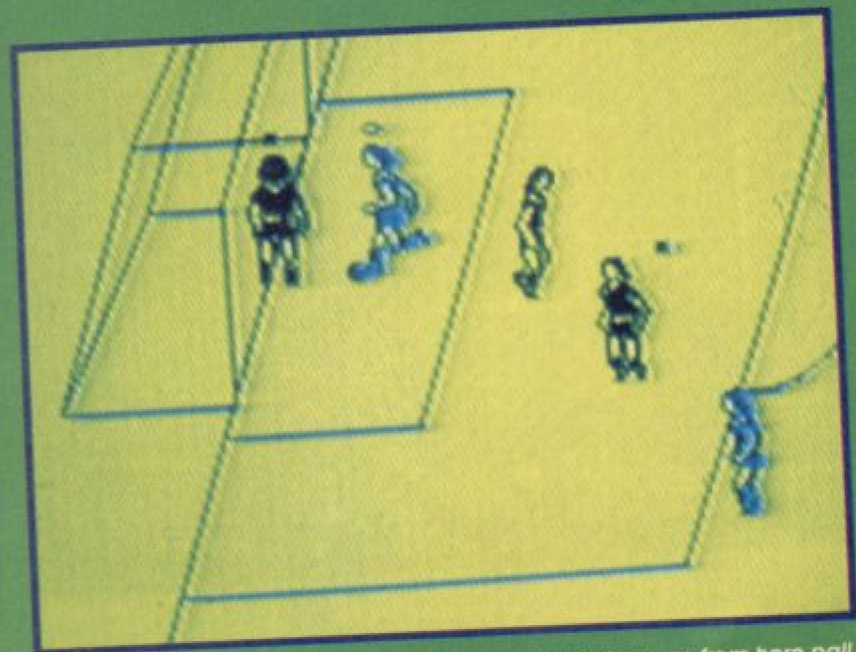
Source code and game format © 1988 Elite Systems International Ltd. Gun symbol logo © 1962 Danjaq S.A. and United Artists Company © Eon Productions Ltd. Gildrose Publications Ltd. 1988

DOMARK

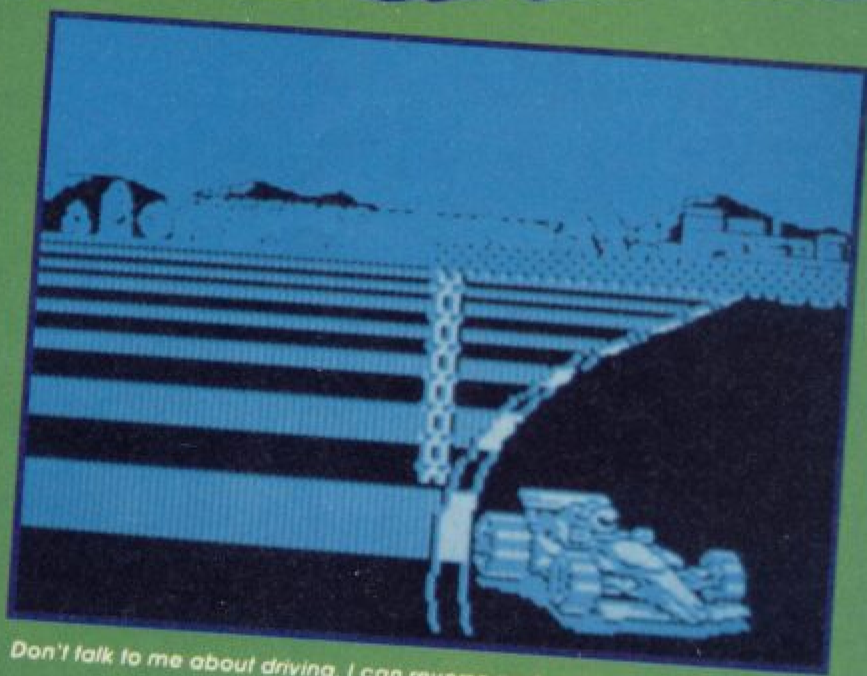
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Why-eye mun! You don't have to be Paul gascoine to score from here pal!



Don't talk to me about driving. I can reverse park a formula one at Le Man

LABEL: Domark MEMORY: 48K/128K TAPE: £14.99 DISK:n/a

GRANDSTAND

Grandstand is billed as being the ultimate sports compilation - a bit like Daley Thompson in fact. So, the games should be amongst the best that money can buy.

Sadly, as we all know Spec chums, the smooth always comes with at least a little rough and I'm sorry to say Grandstand has more than it's fair share of the stubble.

The compilation consists of four games; Continental Circus, World Class Leader Board, Gazza's Super Soccer and the very nice looking Pro Tennis Tour. The less said about Gazza's Super Soccer the better. The tiny slow sprites, completely unscaled pitch and diabolical control make this a complete dog of the first order.

Moving on quickly to the formula one racing game Continental Circus. Converted from the coin op and set over eight different race tracks around the world, this fast scrolling race game suffers slightly due to the difficulty in controlling your machine. However, the racing is realistic enough and some nice touches, like your engine billowing with smoke and turning into fire after a crash if you keep racing with it unattended and the little men that run onto the track to overhaul the car when in the pits.

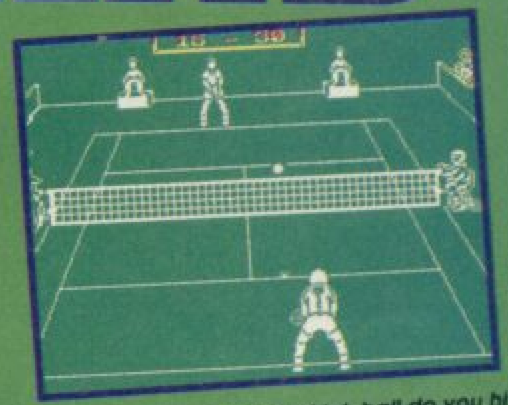
Third on my list working towards the top is Pro Tennis Tour which is by far the best tennis game I've seen on the Spectrum. Consisting of large, well animated sprites and a host of different courts and tournaments it was great fun, however, yet again, severely let down by it's difficulty in use as you have to be almost pixel perfect to return a ball. I didn't win a single game let alone set, but I took a few off Garth in two player mode. If you want to see the games potential take a look at the built-in demo.

Lastly, (but not least-ly), World Class Leaderboard proved to be the pick of the crop. A first rate golfing sim that combines colourful (green!) screens with accurate golfing realism. A little annoying that you have to load each hole in at a time, but it only takes a couple of seconds.

Overall, a varied and entertaining compilation but there's something rather wrong with the price isn't there? BUdget games on their own cost 3.99 and so by buying these four you actually save only 93p and are stuck with them all. And for the sake of 93p I think I'd rather just buy the ones I want singularly instead of tying up 15 quid with Domark.



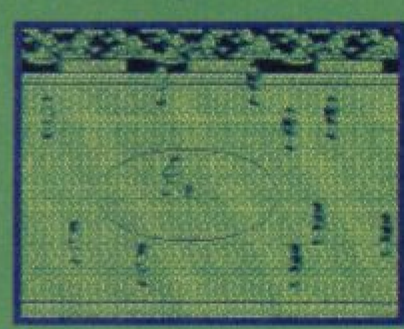
Put your left leg in, your right arm..



'I's a close call, but which ball do you hit

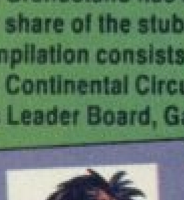


Ah the glories of a long open road....

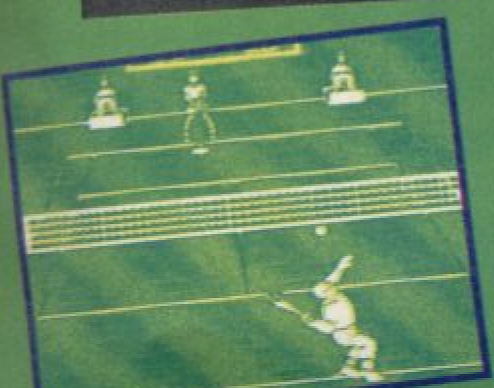


Don't look now it's the invisible man

Garth



Continental Circus is a great game as is Leaderboard and Pro Tennis but I wouldn't pay out the money for the dire Gazza Super Soccer.



Scores

GAMES	04
FUN FACTOR	80
VALUE FOR MONEY	56
OVERALL	62%

Steve Keen

Hey kids save your squids! Nothing hurts more than buying a compilation that's almost the same cost and buying seperately on budget! Stick your dosh away for another day.



Haggar, no relation to the comic strip hero, has big plans to combat polution



Haggar mixes it up with some of the downtown street punks in the city



If a two bit actor can become president in the good old US of A then there is no doubt that a man mountain that looks like the result of genetic splicing between Hulk Hogan and an African elephant can become Mayor of a city.

Said Mayor Haggar, who squeezes into a shirt and tie for whatever duties his vast intellect can muster at the office, gets a phone call from the terrorists who have kidnaped his daughter. Rather than let his personal army of security men handle the problem he decides to don his wrestling trousers and scour the streets for her himself.

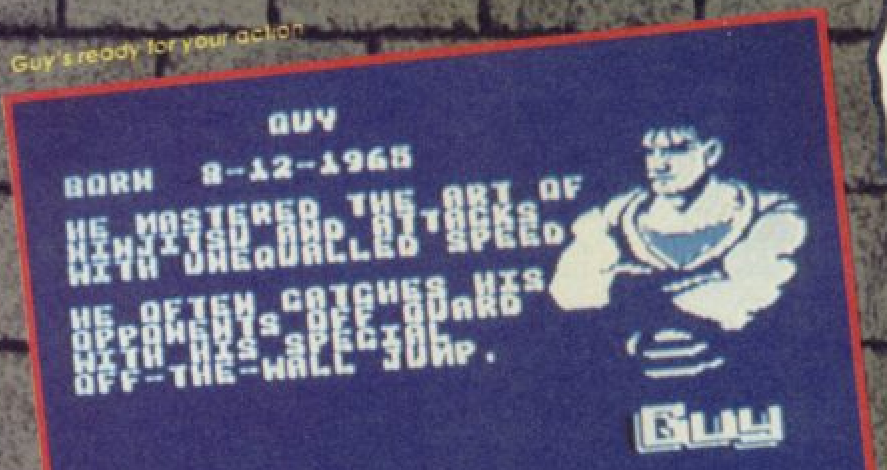
Enlisting the help of Cody and Guy, his street wise side kick, the game begins and this is where it shakes off the yawns. The size of the sprites are awesome, the backdrops fabulously detailed and scrolling is mostly smooth.

Haggar and chums have a variety of moves in the six levels of beat 'em up action with as many backdrops. Bash, thump and kick your way through the subway, restaurant, factory, bay and hotel. Various knives and pipes can be used against the thugs, but don't last for ever.

All the way through the game, due to memory restrictions, the

Alan: 
Possibly the best sprite graphics ever witnessed on the Spectrum (in monochrome). I'll be playing it for a few weeks in between bouts on Rodland.

Guy's ready for your action



My first question would have been 'What brand of face cream have you?'



Wait up isn't that blackmail? Sure thing!

Haggar thinks about the situation







That's right me old china I'm taking the bull by it's ugly horns!!!



No our hero Haggar is not giving a chumy some light relief. It's a PILEDRIVER



scores

GRAPHICS	95
SOUND	68
PLAYABILITY	73
LASTABILITY	81

OVERALL 81%

Steve Keen

Big slaps on the back all round for this arcade conversion. You'll be plugging this in when your smug friends come round. A good game let down slightly by playability and lack of animation frames due to Spectrum memory limitations.

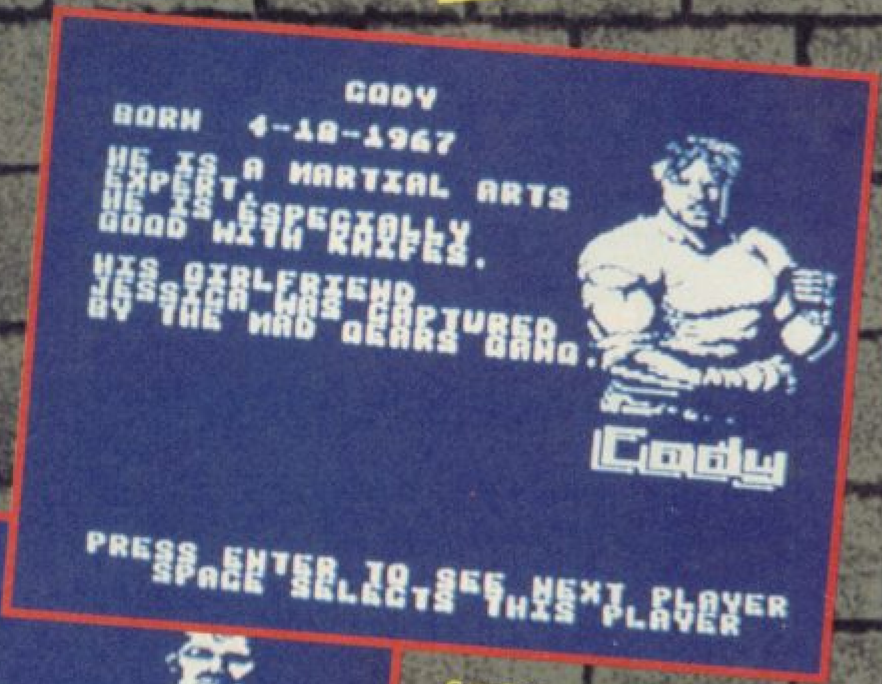
Garth:



After Pit Fighter I'll believe anything, but Final Fight still surprised me. Great looking sprites. I could watch the game forever and never have to touch the joystick. (Although I did anyway!)

LABEL: US Gold
MEMORY: 48K/128K
TAPE: £11.99 DISK:£16.99

baddies are more or less the same with only about five different opponents. It's for this same reason that control is severely restricted when fighting as things can get very complicated. A sudden move of your controls and the two opponents disappear in a ball of arms and legs, and later separate with one sprite remaining as victor. However your attention is maintained by the sheer attractiveness of the sprites.



Can Cody go the distance?

Lets get the stats on todays offered beef-cake. Mmm, but there's more!



Some backdrops mask your characters detail, but you suddenly step out to a whiter back ground and are stunned by their detail.

Not the most playable beat 'em up in the world, but definitely the best looking. The variety of moves for the different players go a long way to making this a good lasting buy.

FIGHT FAX

- The largest biscep recorded is that of Isaac "Dr Size" Nesser whose arms are 26 and 1/8in when cold (not pumped).
- The longest bout of wrestling was between Martin Klein of Russian Alfred Asikainen of Finland and lasted an incredible 11hr 40min.
- The heaviest man on record was Walter Hudson who at his peak weight weighed 85 stones and 7lb. His waist was an astounding 119in in diameter.
- By sharp contrast the lightest adult was Lucia Zarate an emaciated dwarf who weighed 4.7lb at the age of 17. By her 20th birthday she had fattened up to 13lb.

Sorc



Greetings, mortals. It has been a grim sort of week here at chez Sorceress, despite the ever-welcome presence of some sunshine. I will spare you the domestic details (shocking stuff, I tell you), but if I merely hint it involves neighbours (the people, not the program) then you might get the gist of it. The old adage about choosing friends but not relatives should be extended to include neighbours, I feel.

As a result of, let's call it "noise", over the last few days, I have spent more time than usual scampering through the modern wonder that is Teletext. Apart from looking at old and familiar pages, I have found a few ones. At least, they are new to me.

The point of all this is simple. I once read a review of one of Tom Frost's games, in which the player came up against a different sort of puzzle. This was not a puzzle of "collect a ladder and scale a wall" variety, but



Witts End

DODGY GEEZERS:

(from where we left off in part two): go west to the unspeakably filthy sewer, west to the sewer with a ladder and at inspection point 6, block 7, drain 4, go up to the ladder and grating, open grating, up to rear of the bank, east to outside the bank, north to behind the bank, up to a rickety workman's ladder (the ladder is rickety not the workman!), up to the roof of the bank, east to where you can see a prison roof, east to the skylight over Justin Perrier's office, open the skylight, get diary, read diary (Friday, do the switch today, confirm nails delivered to warehouse in readiness, collect flight tickets, problem; how to divert Mario and Paulo, him with his damn white shoes! I'll think of something), replace diary, close skylight, west, west, down, down to behind the bank, south, west to rear of bank and grating... to be continued.

RED LION:

(from the start): n, e, search river, examine mud, get gold, w, s, w, n, (the Red Lion Inn, where you are told your quest), s, s, give gold (trader gives you some powder), examine powder (blue, with a drowsy smell), n, w, s, w, examine dead warrior, get cloak, e, n, e, e, examine cloak (a Snyzor cloak, Snyzor is an enemy of the dwarves), wear cloak, e, s, put powder in wine, wait (until the chief Snyzor drinks the drugged wine), get key ... to be continued.

EYE OF BAIN:

(from the start): lift pole, get pole, net and dagger, i, go hole, e, throw net (over bees), examine hive and get honey, w, s, free man, get post, e,

eress



a mathematical puzzle. The reviewer and her family were apparently delighted by this puzzle, and spent a lot of time playing it in its own right, as it was randomly different each time they encountered it.

Not all adventure game writers have the talent for devising puzzles of this nature, but if you want to include something like this in one of your own games and can't think of anything yourself, keep tuning into page 127 on ITV's Oracle. It's one of those Page 1 of 2 pages, and if you ignore page 2 (a little crossword), page 1 features a different sort of puzzle everyday, some of which are of the mathematical type.

You might just find something to help you out and add a little touch of the unique to your own adventures.

Moving swiftly on, an A5 brown envelope plopped through the door this morning. I didn't open it at first, because the postmark read "Bradford" and the hand-writing on the envelope was very familiar, which made me think that it was a company rejecting my latest efforts in the game-writing department (they might have been accepting them, but I always look on the black side just in case). Why spoil my day before breakfast, I thought.

However, when myself, the envelope and a few of its friends were transferred to the sanctuary of the computer room, the envelope managed to turn itself upside down and I saw a little label that read Christopher Hester, 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Ahah! The latest issue of Adventure Coder.

Apart from the usual collection of programming routines for people writing their own adventures, there was a very interesting interview with the people at Magnetic Scrolls. There was also a plea from the editor for more contributions, so get writing!

Something else also caught my eye - a review of a Spanish fanzine called El Adventuro - The adventurer, to you and me. Adventure games are heavily featured whilst the only drawback is that you have to be able

get stone, break chain, drop stone, w, s, w, vault ravine, go hut, get axe, e, vault ravine, e, drop post, go well, get bucket, try to go hole, u, chop undergrowth to reveal a path, n, drop axe and post, w, fill bucket, w, w, drink, w, s, get shovel, fill bucket, n, e, drink, e, e, fill bucket, w, n, drink, n, n, n, go tent, throw dagger at nomad, examine girls, examine tapestry to find a hole, go hole, dig and get worms, go cave, give honey to bear, go tunnel, throw worms to magpie, examine nest, get cross (the object, not the emotion!) ... to be continued.

MORDON'S QUEST:

(from the start): take the blanket, s, w, n, take the newspaper, e, n, e, climb the drainpipe, n, s, w, s (Mordon will appear and tell you your quest), say yes (that's done it), n, e, take transporter and torch, light the torch and go n, n, n, you are now in the jungle area, go e, drop blanket, e, take and transport tusks, take the bamboo nw, nw, take the berries, ne, se, e, take the thorns and make a blowpipe, n, nw, ne, use the blowpipe, take the pygmy, drop the bamboo, sw, e, give pygmy to plant, e, e, say frog ... to be continued.

CLOUD 99:

(from where we left off): s, drop knife, u, insert yellow card, d, n, spray can (at Jack Frost), s, s, exam stream, pan stream with colander (you get some gold dust), drop colander, n, sw, unscrew pen, drop refills, get springs, give springs to father time (he gives you a feather dust), ne (round about now you should meet an American tourist, so), give film to tourist (he gives you some dollars), w, remove lenses from glasses, drop frames, repair telescope (the astronomer gives you a theatre ticket), e, n, n, remove choker with gold dust, give choker to angel, (she gives you some star dust), get smoke gun, w, drop ticket, w, u, insert grey card, d, se, exam windows, close windows ... to be continued.

THE PAWN:

(from where we left off): You can take the limbeks and flask if you like. To use the platform, you must wear Krono's clothes and be careful how many objects you carry. Go down when on platform to go to hell. In hell, show the aerosol to the devil to rid of the wristband. To pass the dragon, shine white at shadows then point at shadows, whereupon the dragon will then eat the 13 hobbits instead of you. Buy bottle of beer from Honest John and give it o Jerry Lee Lewis ... that's it.

THE ODDESSEY OF HOPE:

(from where we left off); give coin (you get rowed across), n, examine gate (you see a dog), give bread, give honey (the dog sleeps), e, look (you see the king of Hades), play lyre (the king offers you a potion), take potion, s, look (you see grapes, olives and figs), s, e, play flute (a dove appears), take dove, send dove, (it holds the rocks open with its wings), n, e, look (you see a dragon), give potion (the dragon dies), take apple, e (you see a giant holding up the world), show head (the giant turns to stone), e, drop apple (the hag runs after it), examine cage, open cage, use key, take hope, drop sword, drop shield, drop flute, drop lyre, drop cap, drop key, drop head, climb rainbow, ... and carrying nothing but hope, you make it to the end!

THE PHILOSOPHER'S STONE:

(from where we left off): climb gibbet, cut down, down, drop axe, get body, enter, east, give body, west, south, get axe, enter, east, north, up, northeast, northwest, examine door, squeeze through, down, south, south, drop casket, drop rope, crawl through (to be hit by some slime), west, south, drop lamp, wipe hands, grab rope, climb rope, turn winch, empty bucket, get ring, wear ring, east, up, east, rub ring, east, north, east, throw axe, get keys, unlock door, drop keys, roll amphora, roll amphora, east, examine bookcase, replace book (the bookcase moves to reveal some steps leading down ... we'll examine them next time.

MAGNETIC MOON:

(from the start of part one): wait, wait, aft, star, aft, search flitterbay, get backpack, wear backpack, aft, search tools, get headshield, aft, listen, wait, wear backpack, aft, search tools, get headshield, aft, listen, wait, wear headshield, port, port, for, star, open cupboard, search cupboard, search shelves, search racks, get forcer, get rope, get cutter, get flashlight, put all in backpack, port, aft, star, star, remove headshield, drop headshield, for, for, get grapnel, get axe, put grapnel in backpack, star, for, for, port, aft, star, search sickbay, get oxygen bottle, port, for, u, for, exam couch, search compartment, get helmet, fit bottle to helmet, aft, d, aft, port, ... to be continued

THE SERF'S TALE:

(from where we left off): n, n, n, d, w, d, d, n, d, w, d, e, get gazette, drop gazette, w, w, w, e, drop disc, get pillow, stand on disc, gluph, drop pillow, stand on disc, gluph, get disc, w, nw, drop disc, get figurine, stand on disc, gluph, drop figurine, stand on disc, gluph, get disc, n, n, n, n, d, get conch, w, drop disc, stand on disc, gluph, drop conch, get flask, fill flask, stand on disc, gluph, get disc, u, u, s, w, w, w, w, drop disc, d, water plant, u, stand on disc, gluph, fill flask, stand on disc, gluph, d, water plant, u, e, d, fill flask, u, w, d ... to be continued.

Sorceress

to read Spanish! If you do, you might figure out that the magazine features news and reviews, interviews, and sections on role-playing and fantasy games, as well as what could be a regular series on science-fiction and fantasy literature.

It costs 275 Pesetas for a 64 page issue, with many mentions of English companies familiar to readers of these pages (with the likes of Zenobi, Tartan, Compass, FSF etc. all being covered), so if you think you Spanish is up to it, or you or someone you Know is learning Spanish and you think that this might be an interesting way of learning more, then the person and address to write to is: Antonio Pelaez Barcelo Avda. De Valladolid 37, 40 Izda 28008 Madrid Spain

By sheer coincidence, the next issue features an interview with the aforementioned Christopher Hester. His magazine, by the way, costs 1.30 per issue if you want it posted first class, or 1.25 for second class.

Having mentioned Zenobi earlier, you might like to know that John Wilson, alias Mr. Zenobi alias The Rochdale Balrog, is one of the invited guests in the first of a new bi-monthly adventure fanzine with the interesting title of Red Herring. John's writing a story for the magazine, which will also feature news and reviews, hints and tips, maps and solutions. It will cost 2.95 per issue, and the person and address to write to for further information is:

Marion Taylor, 504 Ben Johnson House, Barbican, London EC2Y 8DL.

Byeee!

Letters

CAUGHT IN THE WEB

Paul Hughes, showing some Sheffield steel while managing to be stuck in an old adventure, writes : In Spiderman, how do you get rid of Madame Web? I've tried casting the web till I'm blue in the face, but I can't seem to do anything. If I can't get rid of her, is it possible that she might be able to help me in some way?

* *Well, you're thinking along the right lines, anyway. It's impossible to "get rid of" Madame Web, as you so quaintly put it, so don't waste time trying. Instead, you must ask her to scan people, like Scan Sandman or Scan Electro. She's there to try to help, not hinder.*

NEVERENDING PROBLEMS

Barry Web (whose name seems familiar from somewhere), hailing from Barnet in North London (oh, THAT Barry Web. Who he?) writes: In part two of The Neverending Story, I wonder if you could tell me how to get past The Torturer (there follows a lot of tales of unsuccessful attempts, so I shall spare Barry's blushes and not tell you about them!)?

* *How to get past The Torturer, eh?. The first thing you need to find is the pouch, and then you can Take Pouch and Take Coin, and then you are safe to go west and take the golden key for later on in the game.*

EXALIBUR'S STONE STUCK

Mike Gray (lots of men writing this month. Come on ladies, don't be shy!), from Preston in Lancashire, has a simple enough request. He asks: In Excalibur, how do you get across the chasm? I thought it might be the WAVE ROD routine, but I've waved EVERYTHING at the chasm (oh, really?) and nothing seems to work.

* *Alas for Mister Gray, the chasm in Excalibur does not respond to having thing waved at it, unlike most chasm in adventure games. Incidentally, have you noticed how most chasm in adventure games are tired ones? Well, they're are always described as "yawning chasms"! But I disagree. The unlikely solution is that you need to break the ladder (BREAK LADDER), then do an inventory to make sure that you're carrying the pole and rungs. Then, drop rungs and CROSS CHASM. Miraculously, you can use the pole to help you balance and stop falling off. With solutions like that, I'm not at all surprised that people get stuck!*

EXTRICATING DAWN FROM THE CUPBOARD!

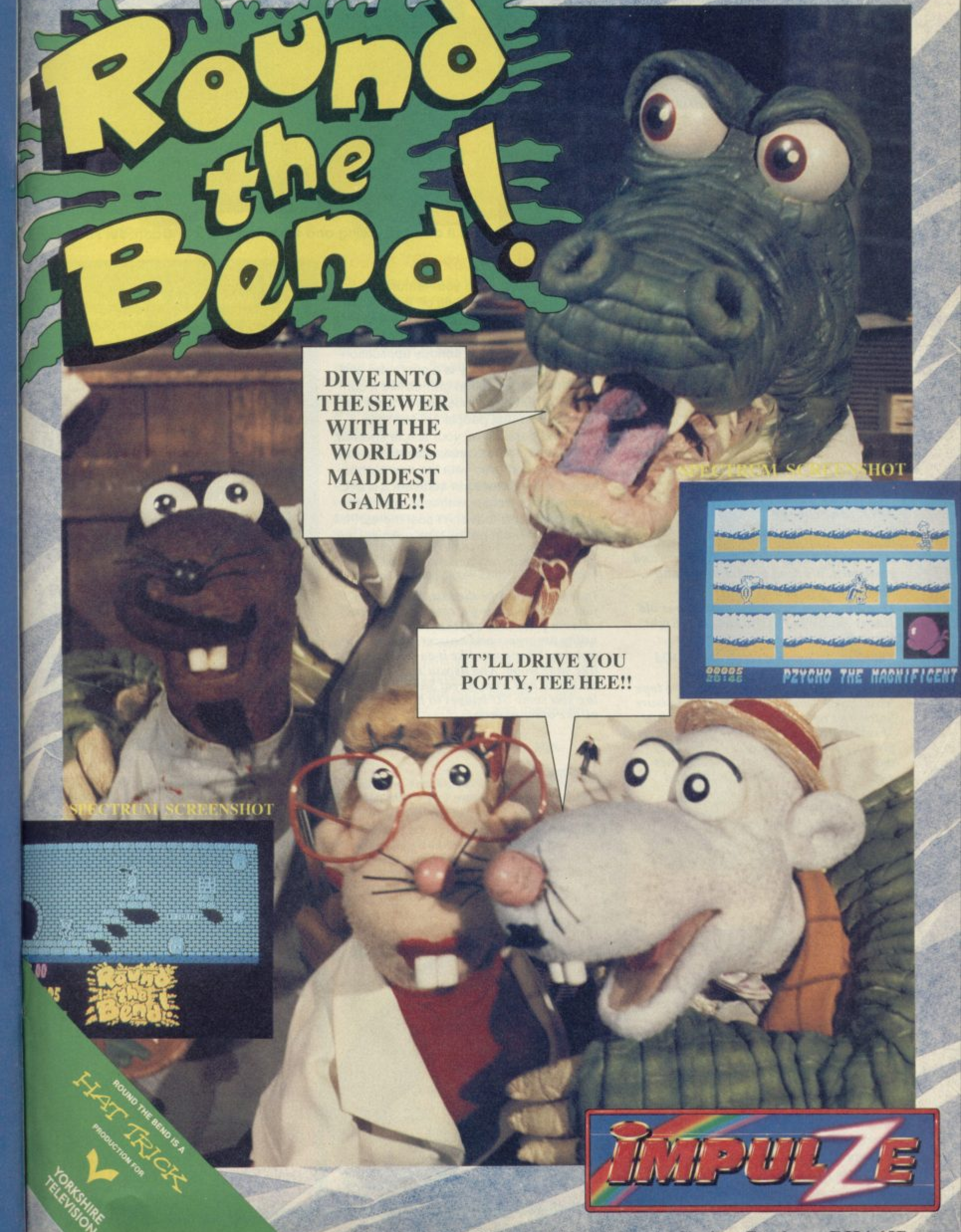
Dawn Thompson (at last, a lone female voice gets through!), a Scottish lass from Edinburgh, writes: I've been playing The Extricator with a friend on their computer (your secret is safe with me, I won't tell a soul), and we're both stuck. What we need to do is open the weapons' cupboard so, presumably, we can find some weapons and use them. But it needs a code before you can open it, so could you search through your files and tell us what the code is?

* *Tell you what the code is? Certainly not, you can find it out for yourselves! But, being the kind-hearted sort of person that I am, I will tell you how you can find it out. Quite simply, you need to load the data tape (you have found the data tape, I hope) into the computer and then ... just wait and see what happens.*



Getting mashed by monsters in a maze? Not quite sure which widget to use where? Help is at hand, just drop a line, telling which adventure you're stuck in and where to: The Sorceress, SU Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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Aggghh! Garfy just got a lot bigger. Not only that though but the whole magazine seems to have changed a wee bit. Well love it or hate it, Andrea threw an arty wobbler and decided to change our look. Hope you like it! Byeee!

tell it gar

Have a say in SU. Get it down in writing and send it to: Tell It to Garth, SU, Priory Court,

QUESTIONS OUT - ROUND ONE

Please could you tell me if there are any wrestling games for the Spectrum such as WWF or Pro Wrestling? I have got Rock and Wrestle but it's rubbish. A few months back in the coin ops pages it showed Double Dragon 3. Will it ever come out on the Speccy 'cos I ain't seen it in the arcade? When will you go up to 14 games like it said a few months ago? Will you do a Final Fight or Simpsons demo?

Why do people complain about the end of game messages? What do they want out of the old Speccy?

Please print my letter as it's the fifth time I've written and last time I was in print with no reply.

Paul Hendley, Rotherham, Sth Yorkshire, 563 ORS

Pauly, Pauly, Pauly, (jangley, jangley). Now then, guys and gals - Oooeee Ooooeeee Oooeeee! Indeedy! There is a WWF game coming out as a matter of fact, (see the News pages at the front of the magazine), which is fabby (from what I've seen of it so far). In fact, ladieees and gentlemen, it's dead good. I love it and what's more.... Agggggghhhh!

That's it chaps, show that outrageous old Jimmy Saville out of the building. Right, here's the answer to your questions...

There are no current plans to put DD3 onto the Spectrum.

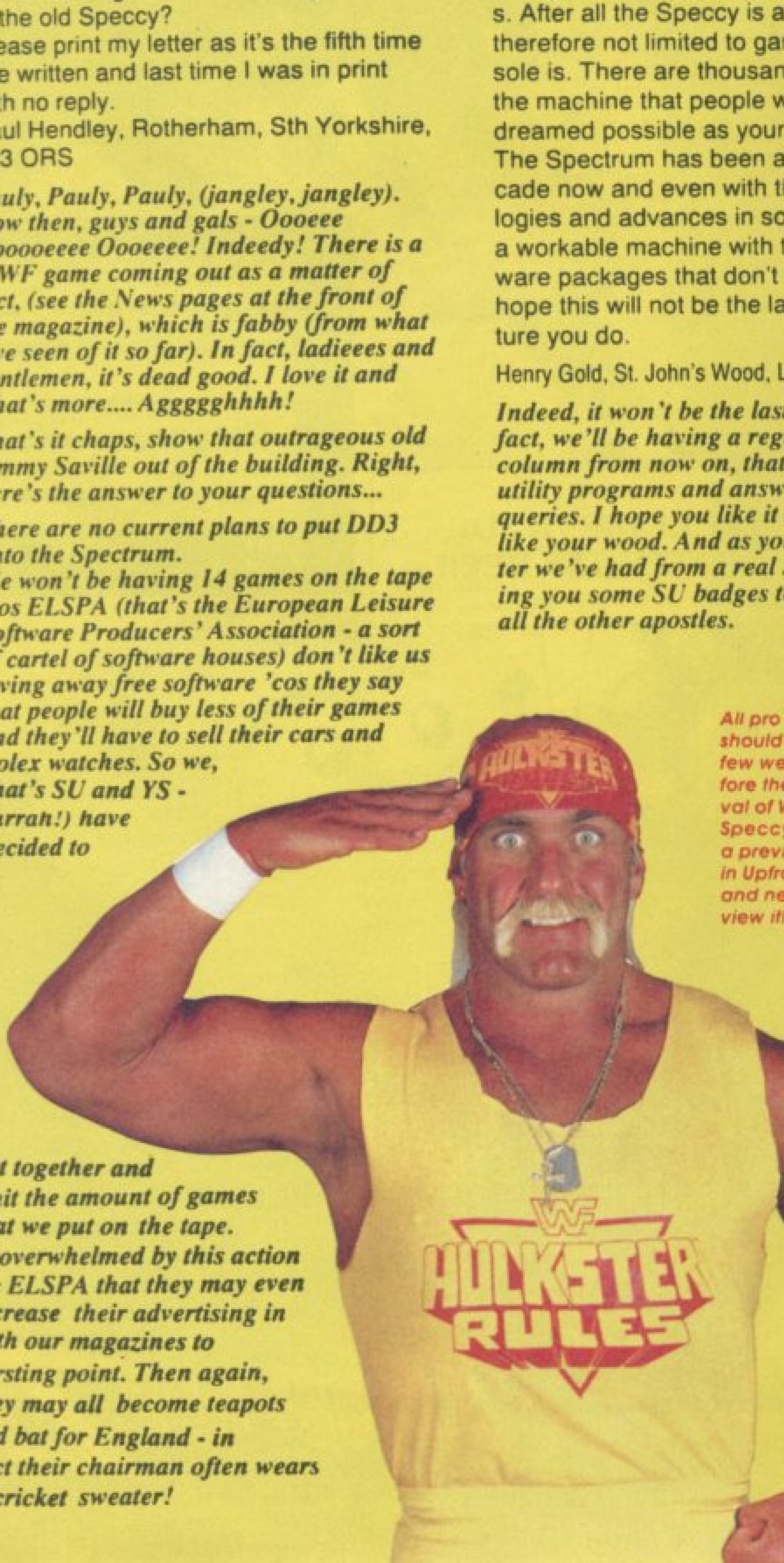
We won't be having 14 games on the tape 'cos ELSPA (that's the European Leisure Software Producers' Association - a sort of cartel of software houses) don't like us giving away free software 'cos they say that people will buy less of their games and they'll have to sell their cars and Rolex watches. So we, (that's SU and YS - hurrah!) have decided to get together and limit the amount of games that we put on the tape. So overwhelmed by this action are ELSPA that they may even increase their advertising in both our magazines to bursting point. Then again, they may all become teapots and bat for England - in fact their chairman often wears a cricket sweater!

TECHNICAL WONDER

Congratulations on your feature on video titling packages on the Technical page. It is very pleasing for me to note that you are finally paying due attention to the Spectrum's more serious applications. After all the Speccy is a computer and therefore not limited to games like a console is. There are thousands of uses for the machine that people will not have dreamed possible as your article showed. The Spectrum has been around for a decade now and even with the new technologies and advances in software it is still a workable machine with technical software packages that don't cost the earth. I hope this will not be the last technical feature you do.

Henry Gold, St. John's Wood, London

Indeed, it won't be the last, St John. In fact, we'll be having a regular technical column from now on, that will review utility programs and answer general queries. I hope you like it as much as I like your wood. And as you're the first letter we've had from a real Saint, I'm sending you some SU badges to hand around all the other apostles.



All pro wrestling fans should just have another few weeks to wait before the expected arrival of WWF on our Speccy screens. There's a preview of the game in Upfront this month and next month we'll review it!

SELL OUT

Sinclair User is no longer my favourite magazine, now I've discovered Kerrang. You see I sold my Spectrum for a guitar and became a heavy metal freak like Steve and you. The problem is that I'm useless at playing the guitar but I was a wicked computer games player. Is that why you started playing computer games? Anyway I think that if you were to send my brother some games for his Spectrum and were to talk about music in the mag I might start buying it again.

Garry Dodd, Swindon, Wilts

As Garry doesn't buy SU anymore, could one of his friends who do tell him to 'Get back, Jack!' and punch him on the nose! For the rest of you however, I do in fact play guitar in a group with Big Al Dykes who plays acoustic base. The band's called 'A Boy Named Sue (SU geddit!) and we're currently on a punishing nationwide tour of Porsche showrooms and launderettes. We're calling it the 'Fast Cars and Dirty Knickers Tour'

SOFTWARE FOR FREE

I am in the process of starting up a Spectrum P.D. library and everything had been going O.K. until I came across a small problem. I would never be able to "do" a suitable amount of programs to start a library - so I need contributions. If any of your talented readers (and anyone who buys S.U. must be talented!) have written ANY sort of program, basic or code, games, databases, utilities, W.P.'s, software for all ages, software for the older (nudge nudge!) user, and they

YVETTE, MY PET!

Guess what? I am totally and utterly in love with the delicious Yvette. If you had her in your magazine every month I would buy a subscription. I cannot be alone in my feelings for her and I'm sure there must be others out there who like me, wait for her pic in the S.U. Crew column each month with Kleenex in hand - she's so beautiful it drives me to tears! So what are the chances of a poster with her standing triumphant over my second love the Speccy. I've no doubt that once the



30-32 Farringdon Lane, London EC1R 3AU

would like your program to be released as a P.D. product then could they phone 0538 722626 after 6pm and ask for Ian. If I'm not in please leave your name and number and I'll get back to you as soon as I can.

Ian Mortlock co Rasputin P.D., Stoke-on-Trent, Staffs, ST10 4NN

Yeh! Let's get moving on the Speccy PD front. In fact, if you want to send your programs into me at SU, then I can forward them onto Ian (or his strange friend Rasputin) on your behalf...

BROCK BACK

I have lately read the July issue of your magazine. I noticed a letter named A LITTLE UNSETTLED in your Suck Up For Software section. Now I am a great friend of all wildlife and especially poor Mr. Badger who you put down so much. We at the B.C.S.W. (British Committee, for Saving Wildlife) are very angry with your magazine, Mr. B even slagged off Crash and YS to get his one game. Please give him his game.
Yours unpleasantly, B.C.S.W.

Oh no! No-one expected the B.C.S.W. - I've been badgered something rotten since that letter to give this man his game. Well I reckon that all the slagging off of Crash that he did has led to that once mighty flagship's scuttling (see the news pages) and as a member of EX Crash Readers and Employees Thankful for Exiting, I think that I can safely say that Mr B. may be wholly, or partly in the first part, responsible for Crash being Zapped. So I'd like you to send ME a game matey!

PS I'd quite like Ocean's ruddy Toki please!

PIT BULL TERROR

One day I went to the arcade and I played this rad game called Go Wild Toki. As soon as I saw it I was hooked. When I heard it was out on Spectrum I rushed down to all the shops and none of them had it in. So please could you send me the game? If you don't, I will set my Sabre-toothed Pit Bull Terrier on you.
P.S. Please could you bring back the Write Stuff.

Daniel Hartley, Dewsbury, W.Yorks, WF1 32TG

Hey Dan, what do you mean by this? I'm not going to send you a game 'cos you're too impatient to wait for Toki. I've been waiting for the ruddy game for three months! Not only that, but you've written to the wrong section of the mag. Sod off to Suck Up!

KICK IN THE GUTZ

Garfy - I think your mag and games are brill, but I think you spoil it by putting rubbish games on like Fire Fly and Gutz. Why don't you put good games on like Operation Wolf and Toki and things like that?

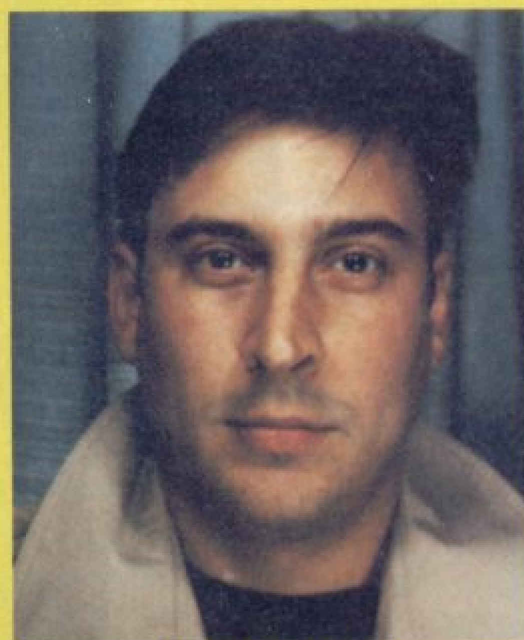
Christopher Mannion, Stoke-on-Trent, Staffs

I think you letter and intellect are brill, but why don't you use your brain cell and figure out that we can't put out games that companies are going to put out on budget because no-one would buy them (e.g. Operation Wolf) and as for Toki, that's a full price game that's not even out yet! We're a magazine publisher not a software house! Oh yea! DON'T call me Garfy!

MODEL EMPLOYEE

About a week ago I was looking at S.U. for the sixth time and I noticed that Jerry Hall works for you, but there is a picture of an "old crock" in the space where I was expecting to see the delicious Mrs Jagger. Being an older reader, 22, I welcome any excuse for debauchery and therefore request that you print a picture, however small, of the lady and fulfill your promise.
Dan Hall, Morley, Brighton

Yes, in fact, you spotted our photo mistake and so, specially for you here is a picture of THE Jerry Hall and the 'old croc' who is incidentally her father.



MR 'OLD CROC' HALL



JERRY HALL

word gets around, you'll sell out no problem!
P.S. Come on Garth we know it's really you who pretends to be Steve the Hippy every month. Come out from under the rug and stop messing around!

Dave "The Rave (O.k. Yvette!)" Masters. Clywd, Tyne and Wear

Dave, you're an outrageous individual! So outrageous that we've commissioned an Yvette piccie specially for you! As for me being the Hippy, see if you can spot the difference between the following two police identikit photos.





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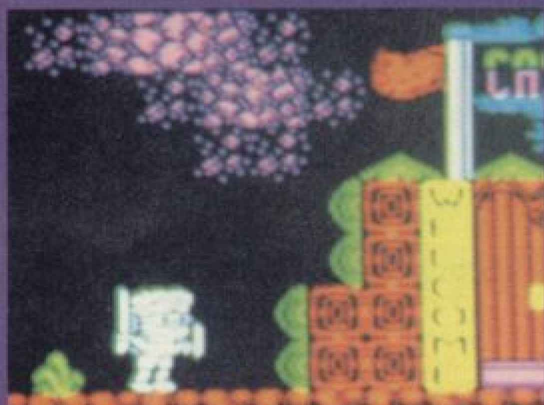
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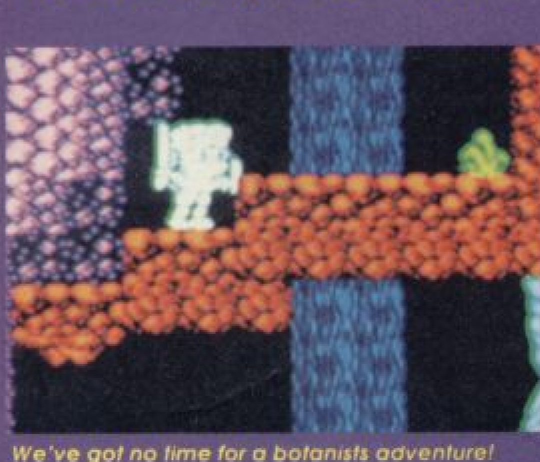
MEGA TWINS

We said "MEGA TWINS" and Garth leapt straight into the Garth-mobile and was at US Gold's offices within the hour. Within the hour he was back again. It was Sunday and there was no-one there.

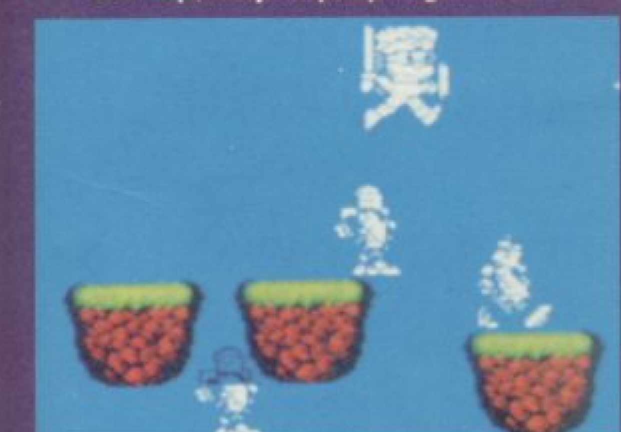
The fabulous Megatwins are out to kick some alien butt. In a big way too. But what's their problem? Well, as the only two survivors of some rabid alien's destruction of their homeland, the paradise of Alurea, they're pretty well miffed. And in this bashing, slashing conversion of the CapCom coin-op, they leap, spring and cavort



The entrance to the dreded castle of doom!!!



We've got no time for a botanists adventure!



from platform to trees and clouds to ferris wheels as they follow their blood quest. ('Cor it's going well this isn't it?)

So, fifteen years later, after having to go through the frustrations of puberty (like suddenly having your face erupt into a river of pus-ridden zits the day before a party), they set out to avenge the death of their peace-loving peeps. And it's going to be no picnic either as there are four separate rounds that they have to work their way through, each with three mega nasties that they must defeat before continuing on their way.

THE FOUR ROUNDS

WATER - This is full of fish and frogs which have to be killed before meeting the Bean Man. The end of level nasty here is a stingray with all their babies in tow. Kill all the babies (hurrah!) but don't touch the stingray

AIR - You have to bounce around the clouds and kill the not-so-nice cherubs, whilst dodging bombs shot at you by the cannons that sit in the sky) - sounds romantic but believe me it isn't!)

EARTH - After you've progressed each subsequent third of the way through this round, a Bean Man appears. He doesn't sound too dangerous and he even carries a basket (Ha! What a girlie!) but beware. Every time he throws some beans from the basket, little bean men appear and attack you. (A million Spec-chums everyday, pick up a tin of beans of beans and say, 'Take that in the head sucker!)



THE GOOD, THE BAD, AND THE UGLY!

BEANMAN



He takes about 30 hits to destroy. Sometimes when you hit him, beanmen will come out of the basket that he's carrying and attack you.

MAD DOG

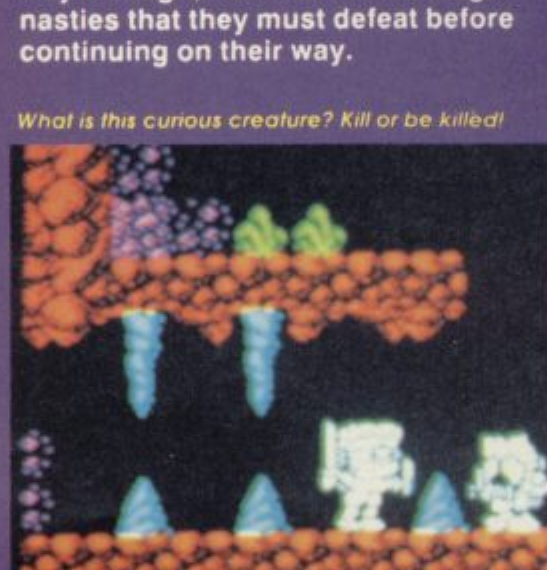


There are four smaller dogs which satellite the main woofer, and fires small bullets, bouncing bombs and arrows. Which you have t kill before getting onto

ROCKMAN

Very end of the round he appears. He has two large boxing glove extended arms which you have to destroy before you can destroy him. He also shoots fish flames at you.

What is this curious creature? Kill or be killed!



MEGA BITES

- There are four rounds in total. The first three, Earth, Wind and Water you can take in any order but you must finish all three elements before you get to level four. Fourth round is a mixture of all the previous rounds
- Lives - each Magatwin has 3
- You name your Megatwin at the start of the game.
- There's an end of level baddie after each third of each round.
- Most baddies leave coins behind, with the big baddies leaving a fistful of loot behind which when collected add to your points.
- And er.. finally, beans are good for you!

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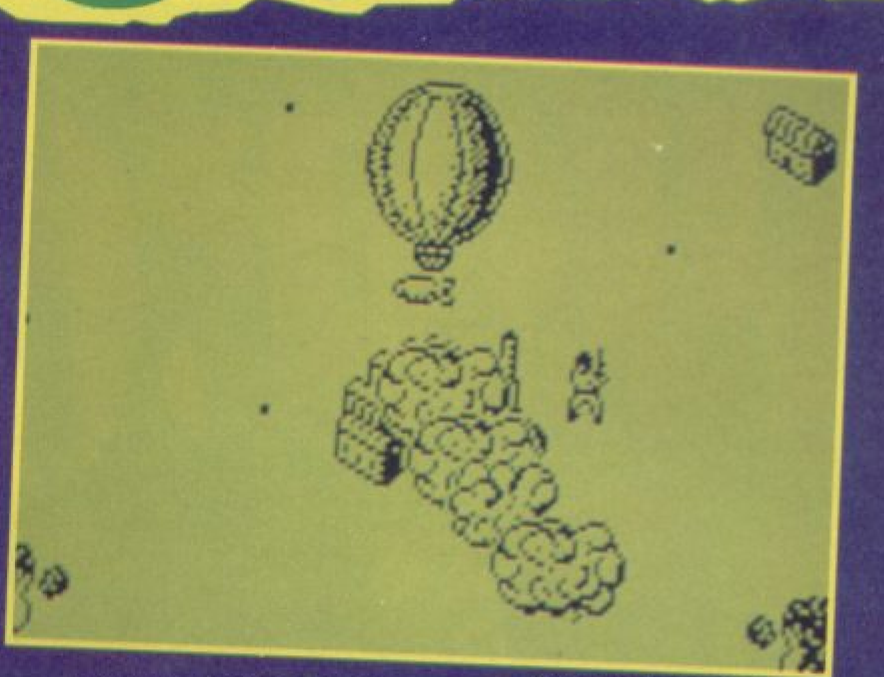
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PHILEAS FOGG'S BALLOON BATTLES



Phileas is in a bit of a mess

I have it on good authority that Phileas Fogg never actually used a balloon in the book but he has been immortalised on film in "Around the World in Eighty Days" in one and it is roughly around this plot that Phileas Fogg's Balloon Battles is based.

Basically the idea is to travel around in said balloon, destroying enemy cities, soldiers, gun emplacements and buildings. Control isn't complicated, because you are flying a lighter than air craft with no power of it's own and basically it gets blown all over the shop. The only way you can change direction is to deflate the balloon and fall, or lose weight by dropping sand bags and rise, this enables you to catch different air currents which will shoot you in another direction.



Get off the ground very fast!

Foggy's world rotates between day and night, and this time cycle effects the hydrogen in your balloon. During the day it expands, making your craft more buoyant, conversely during the night it contracts and you need to use much more of the gas to stay in the air. The graphics are all black and yellow whilst icons around the screen show your current score, the proximity of friendly troops, the coming of night and day and the direction the wind is blowing. Gameplay is easy and once you get used to the unusual movements of wind and balloon the game is quite playable and becomes reasonably interesting.

scores

GRAPHICS	54
SOUND	50
PLAYABILITY	58
LASTABILITY	63
OVERALL	52%

Alan Dykes

Adventurous idea for a game and really not a bad budget title, amusing, silly gameplay makes up for poor graphics.

Garth:



This is certainly a novel idea for a game - but certainly better executed than Virgin's Atlantic Challenge or Sam Fox Strip Poker, but just about similar in the complete tit stakes.

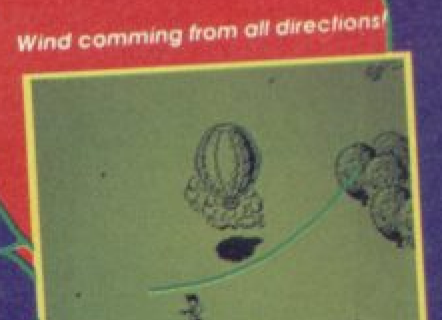
Phileas Fogg's Balloon Battles is just about a fun game, it's such a good idea that it will fascinate you for a while but ultimately, even though it is a budget title, it lacks the class needed to be really good.

SU GAME BUSTER

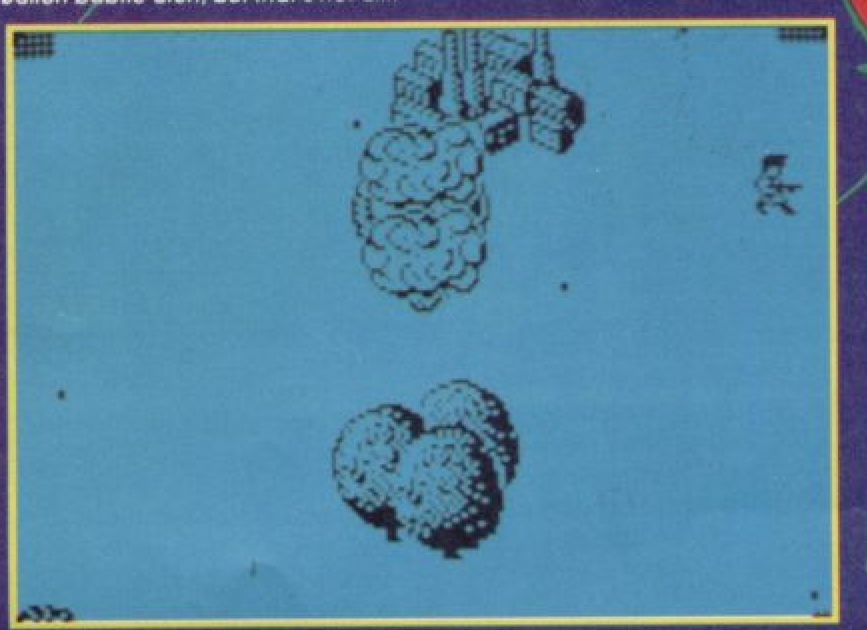
- Make sure you stay above the flak because venturing too low over the battlefield will bring a hail of cannon shells and musket fire, threatening to prematurely end your aeronautical endeavors in a cloud of smoke.
- To destroy your targets you use bomblets, with the shadow of the balloon acting as an aiming device. You can replenish stores of bombs, sandbags and hydrogen at friendly cottages dotted, not so frequently around the landscape.
- Bombing a musketeer gives you 20 points, if you hit a cannon emplacement you get 100 points, a shack 150 points and a town 200-300 points.

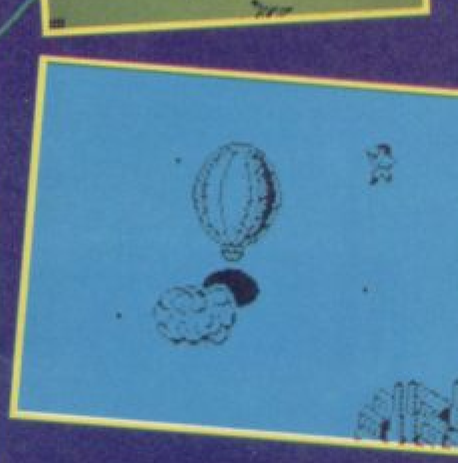


Ballon babble alert, but that's not all!!



Wind comming from all directions!





LABEL: Image Works/Mirrorsoft MEMORY: 48K/128K TAPE: £11.99

ROBOZONE







Boom, bang, eek! Oh no, that looks like the insect I found in my bath last night!

Whirr.....click, target acquired and weppons locked; TERMINATE!

Robozone is a bleak future world where mankind has made like a banana and split (oh no, Big Al's becoming a hippy! -ED), driven from the over-populated cities of planet Earth by toxic waste and pollution. Not all were rich enough or intelligent enough to escape



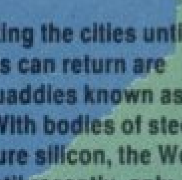
Ugly mutant stick insects, yeuch

though. Protecting the cities until the chosen ones can return are tough robot squaddies known as "Wolverines". With bodies of steel and minds of pure silicon, the Wolverines have until recently, only had to deal with marauding bands of mutant humans, abandoned in the ruins by their governments, but now a newer, much more dangerous threat has emerged....the Pollutant Scavengers.

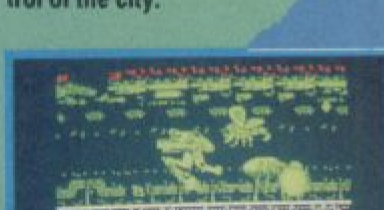
Pollutants come in many forms, all shaped like insects but varying from easy to kill bumble bee nasties to die hard stick insect storm troopers, the common denominator being that they are all nasty and are all trying to take control of the city.

ROBO FAX

- The plot for Robozone is reminiscent of Robocop, with humans entrusting their cities' protection to robot enforcers.
- It also has a similar idea to the Ben (bit of a political joke there!) Elton book Stark which tells the story of a group of wealthy businessmen who build a spaceship to escape from earth before an environmental disaster destroys the planet.



Garth: Maybe they should've just made a game out of the first level which is excellent. But instead, in the nane of variety, there is a second level that I find weak and tacky in comparison to the excellent graphics and animation of the other two levels.



The year is 2067 and the Robozone is New York - and it is in the long decayed subways of this once magnificent city that our Wolverine's mission begins, fighting his way through the maze of tunnels and passages, collecting power-ups and weapon upgrades until he finds a way up onto the mean streets above.

Once streetside in New York the Wolverine's task is to find parts for a super computer he once possessed but which was destroyed in battle. In order to defeat the Scavengers he needs this device, known as the Oracle. Having pieced this together he must then go to the final task of destroying the Pollutants headquarters; the Furnace. This is what they've been hiding all along, a gigantic factory in what used to be Time Square, designed to seriously pollute the whole world, destroying all human life and leaving the planet to the Scavengers.

The first level with it's horizontally and vertically scrolling action is superbly animated, your Wolverine looks and acts like a Star Wars scout walker and is going to please a lot of people. The second level street scenes have a forward looking aspect which is less attractive, however the action returns in the final level. Close to its glorious beginning the finale is quite a shoot up. Although the levels are large it's a pity there are only three, but if you're into good looking graphic action Robozone is certainly worth a try.

scores

GRAPHICS	79
SOUND	73
PLAYABILITY	85
LASTABILITY	82
OVERALL	82%

Alan Dykes

The first level of Robozone is impressive, unfortunately the rest doesn't quite live up to it, nevertheless it's a spanking fine shoot 'em up with good graphics.

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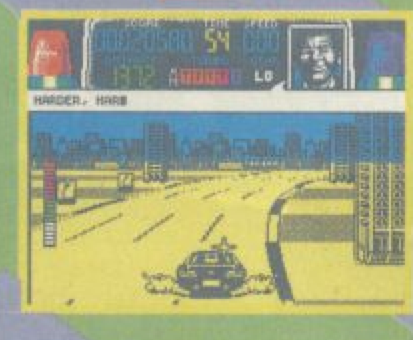
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CHASE HQ



Uuh Ah! No overtaking on the inside

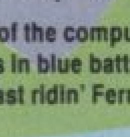
Vroom, vroom! Following in the footsteps of Nick Nolte and Eddie Murphy, Danny Glover and Mel Gibs - the Chase HQ boys, Mr. Driver and Mr. Pain in the Butt are the inheritors of that finest of cop traditions, the "buddy" scenario.





Two of the computer world's finest boys in blue battle it out against fast ridin' Ferrari drivin' baddies in what was a major coin-op hit a few years ago - successfully making the transition in 1989 to Spectrum and astounding the machine's critics with unbeatable graphics, sound and scrolling.

Accurately recreating the fast and furious action seen in the coin-op, you play the part of a very lucky cop who just happens to have a Porche 928 as a chase car. Unfortunately his partner seems to have a bad dose of piles as he constantly whines about your driving. Receive orders from Nancy at Chase HQ then intercept the criminals and ram them off the road. Gameplay is in theory quite simple but a lot of driving skills have to be employed. If you're into driving and you still havn't got a copy of this, go get it. I don't think you'll be disappointed.



GARTH: Well, it's a bit iffy this one, but what can I say? When I first reviewed it, I wasn't so keen on the perspective but in retrospect, it's one of the best racing games around and an excellent budget purchase and well worth having in your collection of Speccy greats.



BEST SU BUDGET

scores

GRAPHICS	93
SOUND	80
PLAYABILITY	89
LASTABILITY	90
OVERALL	90%

Steve Keen

It's a while since I last played Chase HQ but took to it like a Fisch to cider (Ouch, get away you sad, hairy Scotsman). Amazing graphics, gameplay and superb scrolling make Chase HQ a 'Best Budget.'



LABEL: Hit Squad MEMORY: 48K/128K TAPE: £ 3.99

MIAMI CHASE

I've never figured out how Miami cops can afford to travel around in Lambourginis while your average London bobby has to make do with an Austin Metro with no wheel hubs on it.

The police Lieutenant (Loo tenant - he's American and apparently lives in an oak outhouse) in Miami Chase is quietly driving his lilly white sports car around the seedy streets of Miami when he receives a call to apprehend an arch drug dealer in the Miami docks. He must go to it, guns blazing, avoiding innocent motorists and showing little regard for the paintwork on his supercar! The game isn't too difficult to control, just a little annoying and as far as this goes I must say I prefer keyboard control rather than joystick as it's marginally more accurate.

Miami Chase is quite a long game and the graphics are actually better and more colourful than many other vertically viewed shoot 'em up chase games but the level of action won't really sustain interest for a long time.







Big Al : More impressive graphics than APB but not half as much fun. Miami Chase lacks the killer instinct with which other games bowl over their fans.

scores

GRAPHICS	70
SOUND	62
PLAYABILITY	58
LASTABILITY	63
OVERALL	59%

Steve Keen

Well I certainly wouldn't pay out for this one as it's really nothing more than an overhead racing game. And as such it's actually less exciting than trying to get a reluctant pussy out of a tree.

LABEL:Gremlin MEMORY: 48K/128K TAPE: £3.99 DISK: n/a

IMPOSSAMOLE

Monty the mole is back! Back into active service on budget and ready to combat evil in a sprawling, graphic, platform adventure.



scores	
GRAPHICS	84
SOUND	70
PLAYABILITY	70
LASTABILITY	79
OVERALL	80%

Steve Keen

If you want a real platforming challenge you can't get much tougher than this. A whole lotta mole!

Sega has Sonic the Hedgehog, Nintendo has Mario and the Spectrum has... Impossamole!



Garth: *Impossamole was an excellent product - it seemingly had the lot. It was playable, had excellent graphics but was just sooo difficult as to be almost unplayable. Unfortunately, it still is.*



The most recent of line of Monty releases, Impossamole has Monty's with superpowers, given to him by aliens before sending him on a mission to defeat the Five Guardians and re-take the sacred scrolls of eternal life.

There are five levels to explore spanning forests, Iceland and underground caverns etc. all infested with various infuriating and varied hazards - from homing bats and robots to little old men and unidentifiable beasties.

And staying alive in this onslaught is not easy with only one life represented by a meter at the top of the screen that can only be topped up by the all too infrequent pick ups. A time limited special weapon can be used to clear the screen and lots of not so special bombs, rocket launchers and guns can be found behind trees.

As with most platform games the mission is almost immaterial as precedence is always given to staying alive which is extremely hard to do. Controls are very sluggish and only lots of practice will see you through.

Impossamole is still fun and looks great, with some excellent use of colour. The option to load up any one of four out of the five levels means the repetitiveness created by the difficulty is almost overcome. A strong product with lasting appeal.

LABEL: Zepplin MEMORY: 48K/128K TAPE £3.99 DISK: n/a

WORLD CRICKET

If, like me, you think cricket was invented to reinforce the fact that Sunday in the local park is the most boring day of the week, it will be no surprise to you that Zeppelin's game captures this suicidal atmosphere almost exactly with World Cricket.

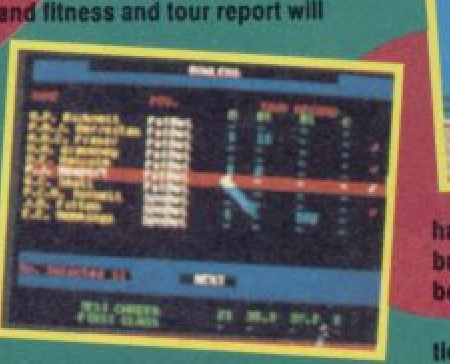


Garth: Oh dear. Is this a good time to admit to the fact that I was one of those spotty oiks with glasses that played cricket with a pen, paper and dice? Well, whatever you think, there's a management game here that is okay. Pity there aren't any dice though!

This is without doubt the most accurate simulation of this mind numbingly boring event you could imagine. If you're expecting fast paced on hands cricketing action look elsewhere as the most you can expect to see here is a couple of seconds of preset-set animation from a library of three scenes.

The game takes the form of a series of tables. You hand pick your team from a list of fast bowlers, opening batsmen and the like and enter into your selected tour. Separate icons such as medic, which reports on player injuries and fitness and tour report will







keep you informed on the progress of your team. All 'action' takes place on the score board where the numbers rotate according to play, giving you the option to change the bowler after each over. When a player is out the appropriate piece of animation shows roughly what happened and is the only thing that breaks the monotony until this too becomes boring.

If only there had been some action coupled with the animation it could have been a different story. How much fun you can get from watching numbers change on a score board is your own opinion, but if you were one of those people that played cricket at school with a pen, paper and those odd shaped metal dice, you'll love it.

scores	
GRAPHICS	78
SOUND	60
PLAYABILITY	65
LASTABILITY	60
OVERALL	55%

Steve Keen

Nicely presented management game that is even more boring than the actual sport. Those into dice rolling games that require cross referencing of endless table might like it, but the rest of you should stay well away.

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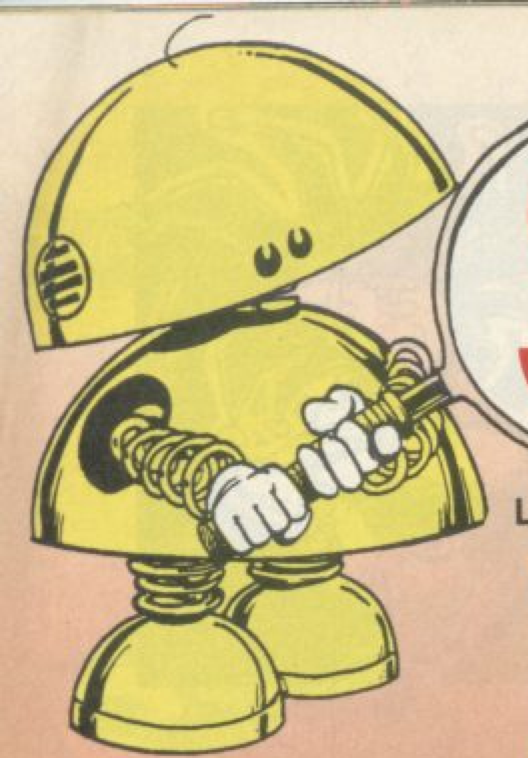
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MICROSNIPS



SAM CITY

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LABEL:Revelation/Scorpion MEMORY: 256K/512K DISK: £9.99

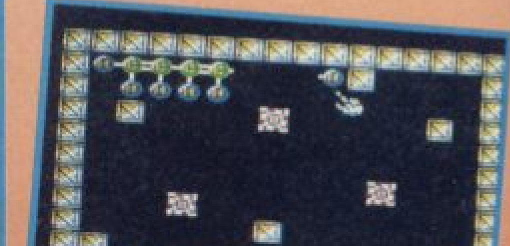
HEXAGONIA

Einstien once said, 'If I'd have known better I would have been a watchmaker'. He may have had a bit of a brainwave there, as watchmaking must certainly be easier than pushing molecules about - but is it more interesting?

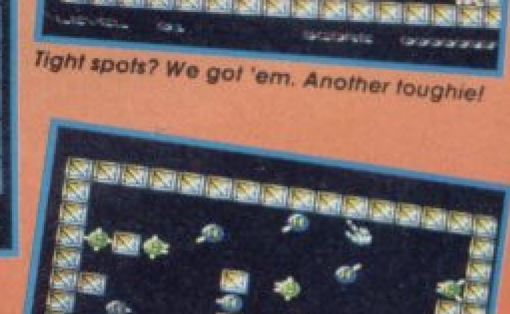
For all SAM Puzzle fans, this new 50 level game should keep you out of the rain for a few weeks. Atom pushing is the task, forming complex organic molecules by arranging atoms into a pre-determined molecular objective as shown on screen.



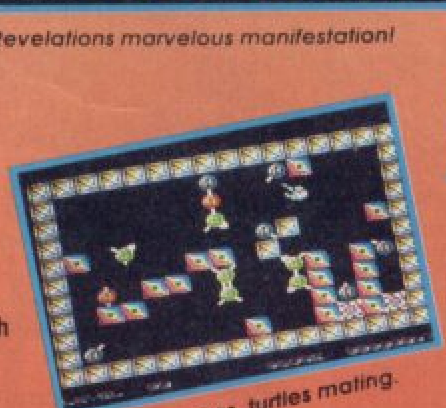
Molecular molestation maybe in Revelations marvelous manifestation!



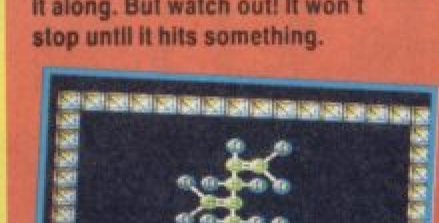
Tight spots? We got 'em. Another toughie!



To move atoms, you position the pointer (in the form of a hand with extended index finger) over the required atom, and simply push it along. But watch out! It won't stop until it hits something.



Close your eyes, turtles mating.



Now that's the way to do it.....



Come on then cleaver clogs solve this!

There are various hazards to look out for. Beware of trampolines, bouncing atoms in the opposite direction (or in the worst of cases into another trampoline), and blocks that break up when atoms hit them.

In more difficult levels, hazards are invisible, and you only find out where they are from experience. If you take too long, you loss your score bonus.

Take advantage of strategically placed atoms, as blocks may not always be available in the right places. In some levels the molecule appears to have been made already. Don't be fooled. The atoms are most probably in the wrong order.

The graphics aren't mind blowing, but a good use of colour has been made to make a puzzle game that whilst not riviting, is actually quite a challenge.



scores

GRAPHICS	42
SOUND	82
PLAYABILITY	80
LASTABILITY	74
OVERALL	75%

Stephen Brentwood

A really addictive game that will keep you playing for hours. There are 50 levels, so you won't complete this in a hurry, but there's plenty of have-another-go appeal for the tenacious and stubborn.

NEWS

Impatience

A breakout clone at it's best is about to be released by Revelation, claiming to be addictive, fast, and furious. If you are one of the few people who have never heard of Breakout, it's a game involving bouncing a ball to knock away bricks at the top of the screen, and keeping the ball bouncing.

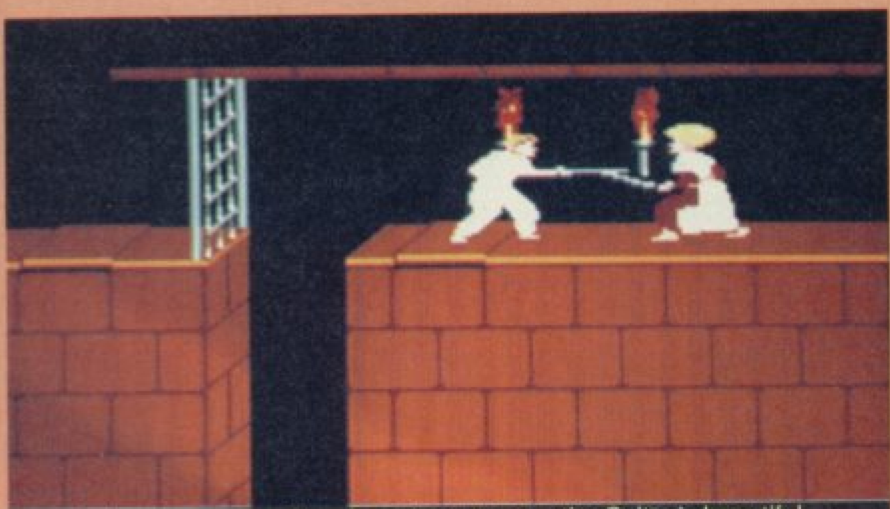
All the usual in-game gimmicks, such as playing with more than one ball at a time, big bat power-ups and so on are promised and we'll be bringing it all to you as soon as possible.

The Sound Machine

At last a chance for the SAM Coupe to go on Top Of The Pops. This extremely easy to use program features an editor allowing 6 channels of music to be entered, wave form changed (for different sounds), stereo field to be shifted for each note, and ability to mix the normal sound channels with the white noise generators. The music data can then be used in your own BASIC or machine code programs. Who knows, you may be in the hit charts one day!


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Six of the Best! SAM Whoppers



Deep in the dungeons with only an hour to save the Sultan's beautiful daughter from a date worse than death – with the wicked Vizir. Wouldn't you be well animated? Well, our **Prince of Persia** certainly is! The great Domark 16-bit classic in a SAM version – and the mags rate it the best yet!

Klax – voted Mind Game of the Year 1991. So you need brains? Well, we're not sure about that, but you certainly need razor-sharp reactions to catch those tiles and plop them onto the right pile. And what's a Klax? Well . . . it's . . . why don't you just get the game? But not if you're colour-blind – be warned!





This game is subversive. A team of Czech programmers have smuggled **Hexagonia** into the UK to throw the best minds in the West into utter confusion, and get them addicted to a computer game. Over 50 dastardly levels. And you thought the Cold War was over!

Isn't he cute? Our hero SAM falls off ledges, tumbles down ladders, trips over almost everything in **SAM Strikes Out.** But maybe you can do it better. Just one of the two great SAM games in **Multipack.**





SAM, **Fred** – who are all these people? Well, Fred is actually all Colin's work, so that makes it a bit clearer. Seriously though, Fred is just one of the best of several SAM disk magazines that appear monthly. 780K's worth of great graphics, games, programming tips, reviews, letters – and at £2 it's a snip.

Ah, the magic of technology! This little beauty's got a whole 256K of memory – making SAM a powerful 512K machine. Result: fantastic graphics animations, longer sound samples, bigger programs. And you won't need it! Because all new SAMs now come fitted with the full 512K memory.



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There's a new SAM title for you explorers – MasterBASIC. Easy to use, clearly described, and FAST!! – so fast your friends will think you're working in code. Or if you want to see how other people do it with SAM, check out any of the brilliant SAM publications. There's Format, ZAT, Fred, The SAM Supplement, Enceladus, Outlet, and the SCPDSA . . . to name just some. Call SAMCo for more details

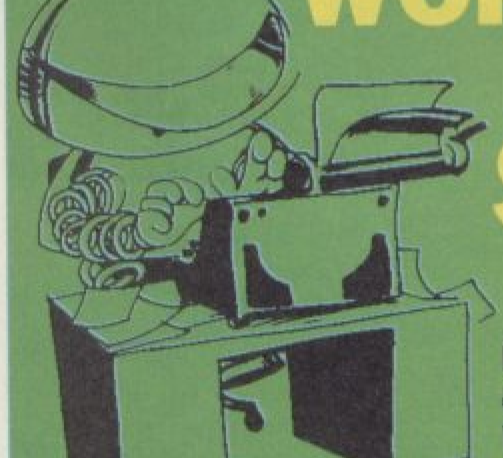
LEARNING WITH SAM



More and more schools are beginning to use SAM – because it's a powerful computer they can afford. And we've added to the primary school software list this month with Revelation's Maths Pack 1.

But learning with SAM can be fun at home too! Got a MIDI keyboard? Then open up a whole new world of musical experience with the fantastic SAM MIDI Sequencer. You've got your own 16-track recording studio in your own front-room. Use it to improve your keyboard skills, experiment with rhythms and sounds, build up your own compositions – but above all, make your own sweet music!

WORKING WITH SAM



Make that computer work! Well, a computer wouldn't be a computer, would it, if it couldn't make some of those little jobs we all have to do a bit easier? And SAM's no exception.

What about word-processing? Homework perhaps, or all those thank-you letters you're just going to have to write after Christmas. The new SAM word processor, Outwrite, is perfect. A large choice of fonts and colours to suit you, whether your 64-character display is on a TV or a monitor. And all the commands and controls your likely to need. Very professional. And SAMCo will guide you on a choice of printers for SAM, from budget-range models to sophisticated colour printers.

THE SAM 512K: A GREAT GAMES COMPUTER – AND MUCH MORE



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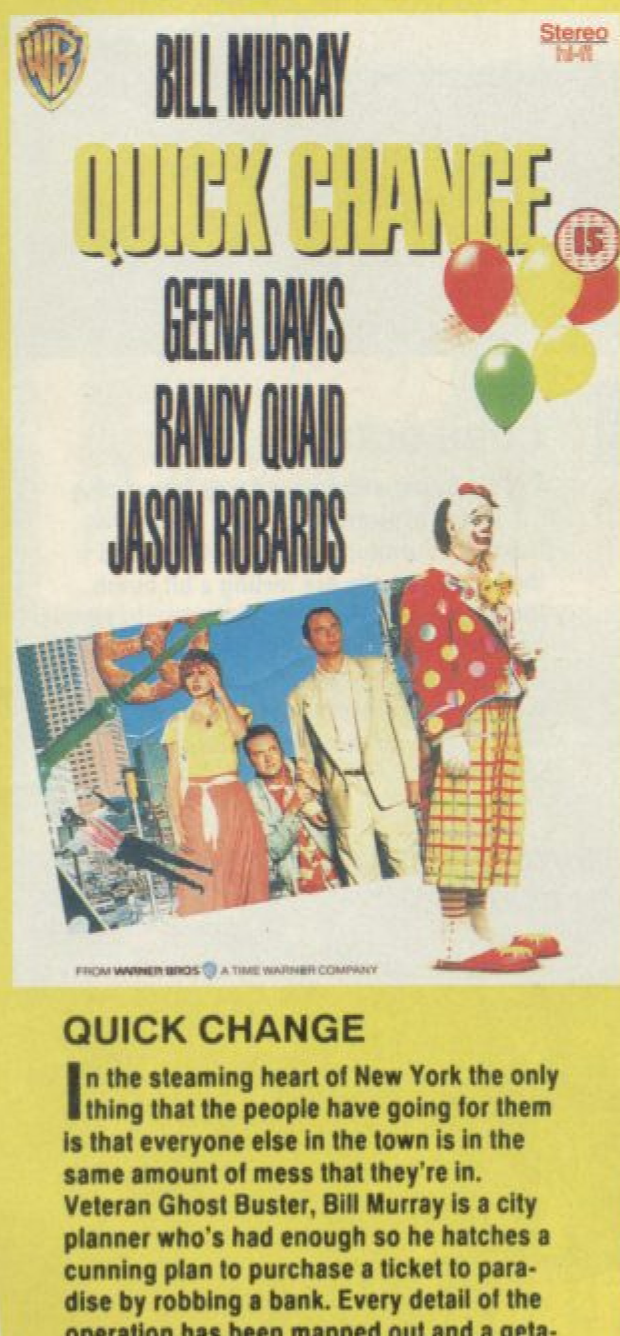
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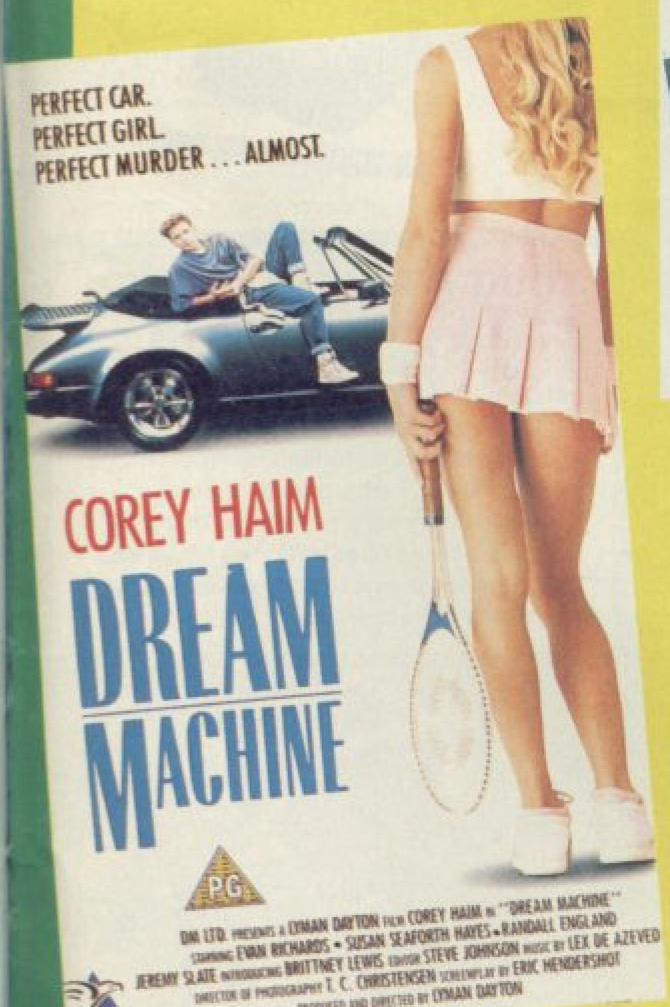
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DREAM MACHINE

When a teenage part-time piano tuner on $3 an hour gets given a Porsche by a grateful client you know his life's going to change. Barry Davis (Corey Haim), has got the car of his dreams and all that's missing is the girl of his fantasies. So when he finally takes his ideal girl on a date the last thing he needs is a dead body in the boot of his car, the college fraternity trying to scare him to death, his father trying to work him to death and the murderer chasing him is not after an autograph! A fast paced, suspense filled film with some of the fastest car chases on screen - proving that you can't have anything without paying a price.



Steaming to the front of the video queue this month is Boyfriend From Hell. The hilarious tale of a Mexican American, Cheech Marin, who goes to Australia and falls in love with an English woman. Complicated? No way! The woman, played by Emma Sams of Dynasty fame, hates his common ways, but wants to marry an Australia that her rich English Australian father disapproves of so she hires Carlos to be the most disgusting obnoxious vagabond possible in order for her father to welcome her alternative lover with open arms. A light hearted film that often produces the hilarious, it's out on October the 4th.



QUICK CHANGE

In the steaming heart of New York the only thing that the people have going for them is that everyone else in the town is in the same amount of mess that they're in. Veteran Ghost Buster, Bill Murray is a city planner who's had enough so he hatches a cunning plan to purchase a ticket to paradise by robbing a bank. Every detail of the operation has been mapped out and a getaway meticulously timed. Unfortunately for the perpetrators the City has other ideas and just won't let them go. A brilliant twist at the beginning sets the pace and style for a film that's more witty than hilarious. If you like your humour dry and wry, they don't come better than this. Out Now!



other stuff



BART SOLE!

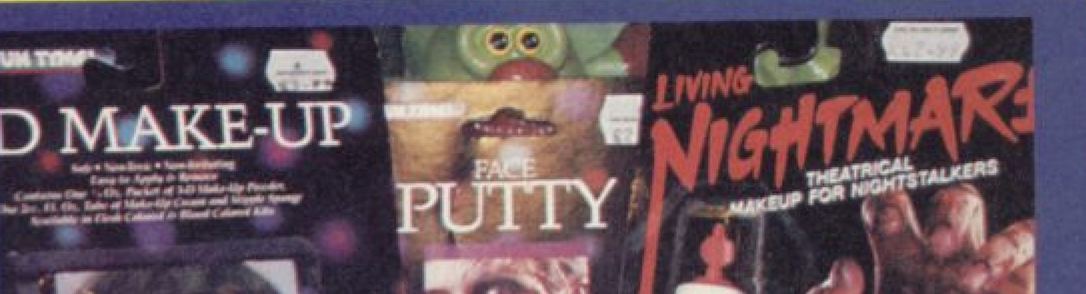
If you can't quite get to grips with The Simpsons game then why not try having the lovable Bart completely under your foot. These super comfortable slippers come in both flip flop and slip-on styles and are guaranteed to keep footsies warm and snug. You can even shove them in the washing machine to keep them clean! Other novelty styles include those pizza guzziing Turtles, fluffy kittens and oh-so-funny "Laugh, I almost ruined my underpants" chicken feet.

All are available from Ace of Cards, The plaza Shopping Centre, 118 - 120 Oxford Street, London W1.



CUBE DUDE

The Reject shop are an ever expanding chain of stores that stock everything from pine furniture to sticks of rock and if the old brain cells are feeling a bit numb, there's even a selection of puzzles that'll have Mr. Rubic pulling his blocks off. Ranging from liquid slopers to plastic teasers they are the perfect accompaniment for a long journey or those extra boring history lessons.



FACE THE HORROR

Fancy winning the first prize in the Halloween Competition this year? Yes? Then race on down to a store and pick up one of these stomach wrenchers. Fashioned on a day's visit to the Emergency Admittance Entrance at St. Burry's Hospital, you could clean the board (or have to mop up the floor at least!)

CHE
O . U

toy

TOP TOYS

Executives have not been left out this month either and a range of toys for the desk top and office are here. Included in the parcel are the World Cube, a puzzle in the style of Rubic, a table top maze game, where you have to guide your ball through the alleys by tilting the maze, a basket ball waste hoop that fixes to most office bins and a tipple balance.



TOUGH TRUCK

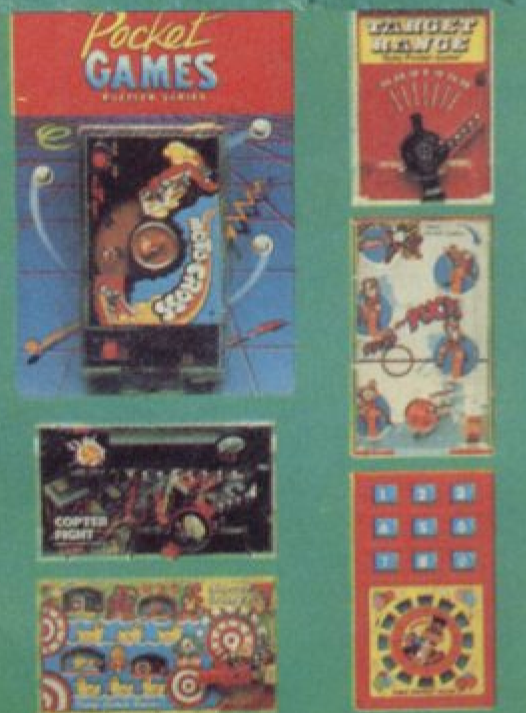
Fans of monster trucks will also be pleased to know that although your parents wouldn't let you have a real one, a scaled down model is available that is just as hardy and will negotiate the most vicious terrain. Planks, kerbs, gravel - nothing stands in it's way.It's so realistic that all it needs is a beer bellied, tattooed driver who wolf whistles at girls in convertilbes. What a sad bunch of truckers.



Not for use with slot-car system.

ECK
U . T

ys



POCKETS HERE

Toy Giants TOMY have re-issued those old favorite pocket games, anyone remember pocketeers? There are 12 in the series and don't break your pocket (HA HA!). The best thing about them is that they're so collectible and when you get bored of one you can swap it with your friends.



ICE COLD IN ALEX

From the obscure to the hugely practical. These grimacing foam faces cover your drinks and keep them looking cool on the outside whilst inside they keep your drink colder than an Antaractic penguin's bifkin.





HAND DOWNS

Three things that are guaranteed to give someone a fright are The Hand, a gooey object that can be thrown onto a ceiling and stuck there slowly falling off at an inopportune moment, The Cut Short Unwanted Phone Calls box, allowing you to imitate telephone line break up to ward off boring friends and The Ultimate in Telephone Escape Techniques, which contains an assortment of idiotic noises to finally convince callers you do not want to be disturbed!

STRONG TOILET HUMOUR

Novelties? We got em! Or rather The Reject Shop has. Ever fancied testing your strength or just need to release some stress occasionally? This novelty stress machine will take all kinds of punishment from feeble to ringing the bell. Toilet roll holders also come under the novelty renovation scheme and also an assortment of car shapes including VW's and the classic Caddy. If you've got any money left over then there couldn't be a more enjoyable way of saving it then in the jaws of a giant Venus Fly-Trap from the Little Shop of Horrors!



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Turbo III Quick Shot PYTHON 1

ZIP STIK

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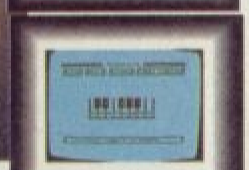
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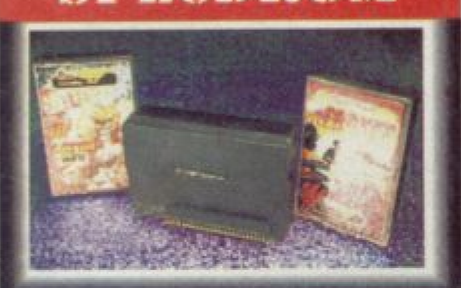




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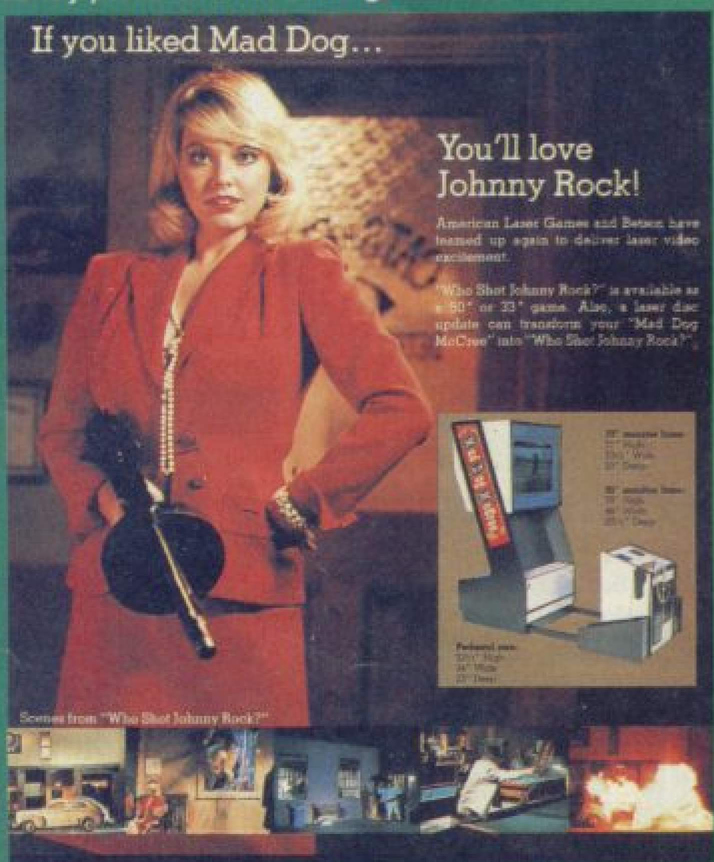
COIN OPS

This month, John Cook reports all the way from the wild and wacky West Coast of America on the hot new games that well all be playing in 1992....

BEST FOLLOW-UP GAME

I'm sure you've all enjoyed having a go at Mad Dog McGree - where in the great Western tradition, you shot at anything that moved with a trusty six-gun and cleaned up the town. Well now you can be an Ace detective in the Humphrey Bogart role, tracking down the killer of Johnny Rock in, Who Killed Johnny Rock? Your six-gun is replaced with a fancy pistol and the setting is changed to 1930's Chicago at the height of the Prohibition - but the idea is the same, with Video sequences being played out in front of you and where you've got to give it to them before they give it to you.

Great fun - and a slightly more complicated plot than Mad Dog - it's another hit for makers, Betson Enterprises.

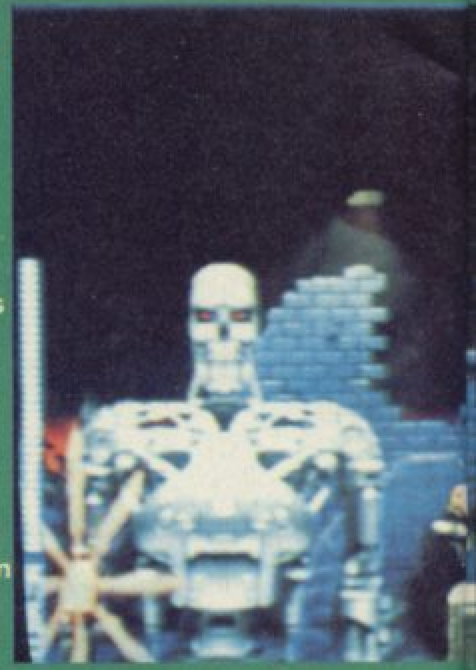


Scenes from "Who Shot Johnny Rock?"



What's the most barmy place in the world? No question about this one - it's Las Vegas, Nevada, USA. Where else would you have acres of fountains and lakes in front of a 2,000 room hotel - in the middle of one of the driest deserts in the world. Where else would they regularly set fire to said lakes? Where else would you need a frogman to clean the fish tank behind the hotel's reception? Not Bognor for a start....

Whatever you think of it - theres no place remotely like it, which explains the record breaking attendance at the recent AMOA trade fair which had game manufacturers from all over the world showing off the stuff we'll all be playing next year. As usual, we've checked out the best - and worst - so you'll know what to play and what to avoid!



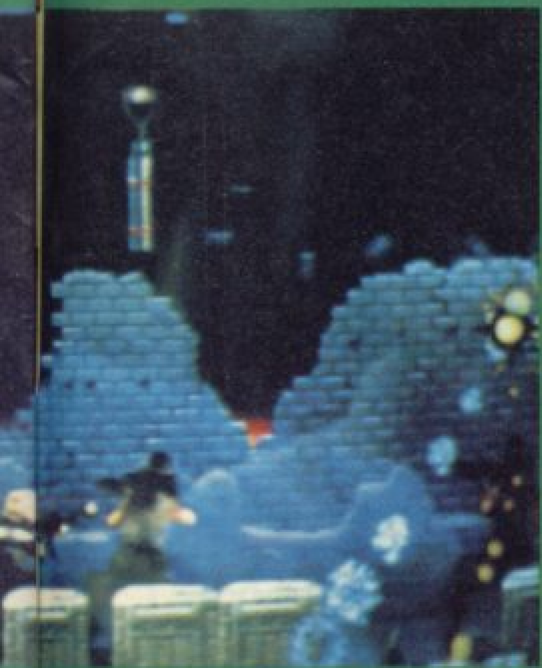
BEST MOV

Operation Wolf has got a lot to answer for - spawning a whole mass of games which had the player wielding a semi-automatic machine gun and with body counts rising into the tens of thousands. At least Terminator II - by Williams the pinball people - has you having to protect human beings yourself and rub out machines (Cyberdine Robots) for a change.

GAME MOST CONVERTED BY M

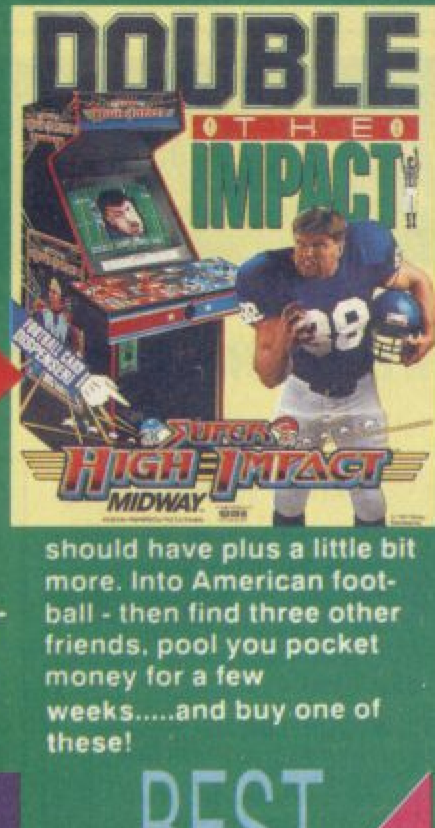
Jaleco are the guys that produced one of our favourite vids of last year, Cisco Heat (now coming to a Spectrum near you courtesy of Mirrorsoft). Now theyve come up with the goods again with *Gun Baron*. This one has you stuck in a cockpit, flying a bi-plane through levels of sheer hell. Baddies come at





BEST SPORTS GAME

Remember the American Football game High Impact? Well now it's back in time for the new season, only bigger, louder and even better than before. Again, written and manufactured by Williams - known better for their pinball than vids nowadays - it has everything a good game should have plus a little bit more. Into American football - then find three other friends, pool you pocket money for a few weeks.....and buy one of these!



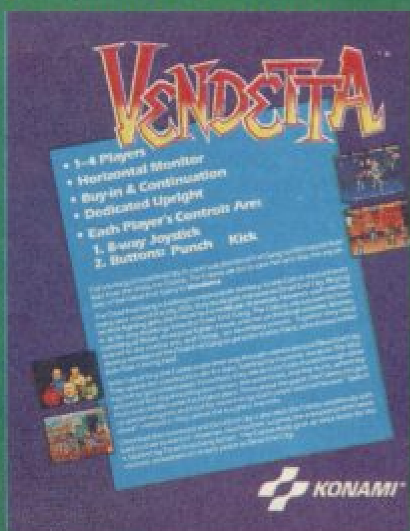
BEST USE OF 3-D TECHNOLOGY

The three entering this catagory were Namco with the technically stunning but finger-down-the-throat gameplay in *Starblade*, Microprose with the 'better than F16 but still a bit thin' *B.O.T.T.S.* and Atari with the well implemented, well designed, bag of fun *Steel Talons* - if you've ever wanted to pilot a helecopter gunship under combat conditions then this one is your baby. But even in easy-peasy mode, expect to have to spend wads of cash to get good at it! Meanwhile, send Namco a get well soon card, marvel at Microprose's technology, and if you have a masterpiece floating around, then why not send them a good game design, eh?

'EM DOWN

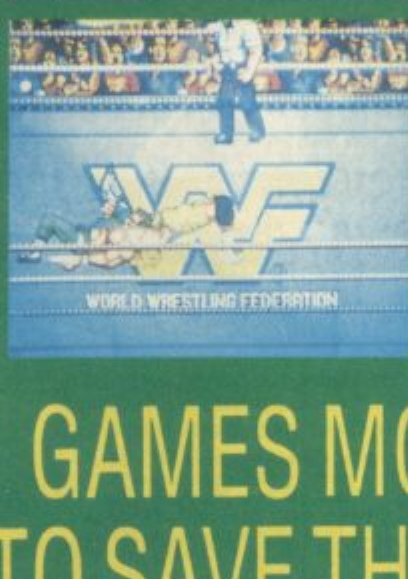
With over 40 Meg of graphics, many of which were drawn from specially shot scenes not in the movie, Terminator II is a dream to look at and much more gameplay than most games of this types.

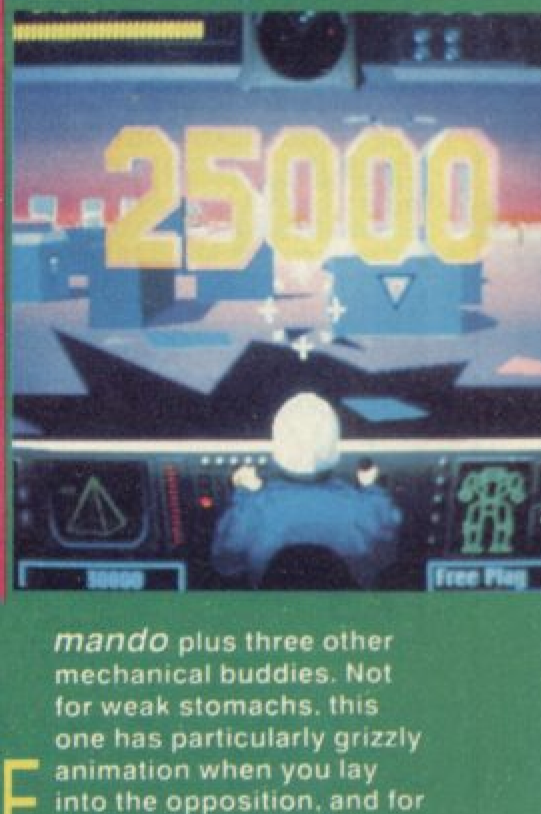
Add astonishing sound and well-paced action and you have the hit game of next year, without question. OK Arnie? Promise not to beat us up, now?



BEST BEAT'EM UP GAME

Close contenders were Wrestle Fest and Vendetta - but for us at least, it's Vendetta with it's imaginative animations that gets the win by a short head. Another four player gang fight, it might not be original, but it's perfectly formed. Play this when you can - preferably after working out down the Gym and wearing a torn t-shirt for maximum macho effect.





LIKELT TO BE MIRRORSOFT AWARD

you ten to the dozen and its all rather hectic, especially coupled with the particularly vigorous movements of the unit. It's fast, furious and fantastically fenestrated. Actually I lied about the fenestrations, but even in this early stage of development, you can tell it's likely to be another classic. One to watch out for in a big, big way.



GAMES MOST LIKELY TO SAVE THE UNIVERSE

This one's a joint award to give recognition to the vast number of Superhero's that have suddenly appeared on our game screens. Firstly there's *Spiderman the Video Game* from Sega. Up to four of you can play this one, choosing between such Hero types as Spidey himself, Sub-Mariner, Hawkeye or Black Cat, each with unique special powers. 16 Scenes on Four levels, with a great Zoom In/Out feature that changes the size of the game figures between sections, this one - as they say - has legs! (Spiderman...legs...geddit?!)

If you'd rather, Data East can let you fight the Ultimate Evil with *Captain America* and his pals, which although it has inferior sprite technology, was thought by many to beat Spidey's gameplay hands - or should that be legs down. Another four player job. Finally Capcom has invented its own Hero, the robotic *Captain Commando* plus three other mechanical buddies. Not for weak stomachs, this one has particularly grizzly animation when you lay into the opposition, and for that reason alone is likely to pull in the crowds.

All have their strong points - and allow you to be as nasty and violent as you like...all in the cause of truth, justice and the free market economy.



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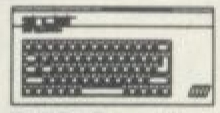
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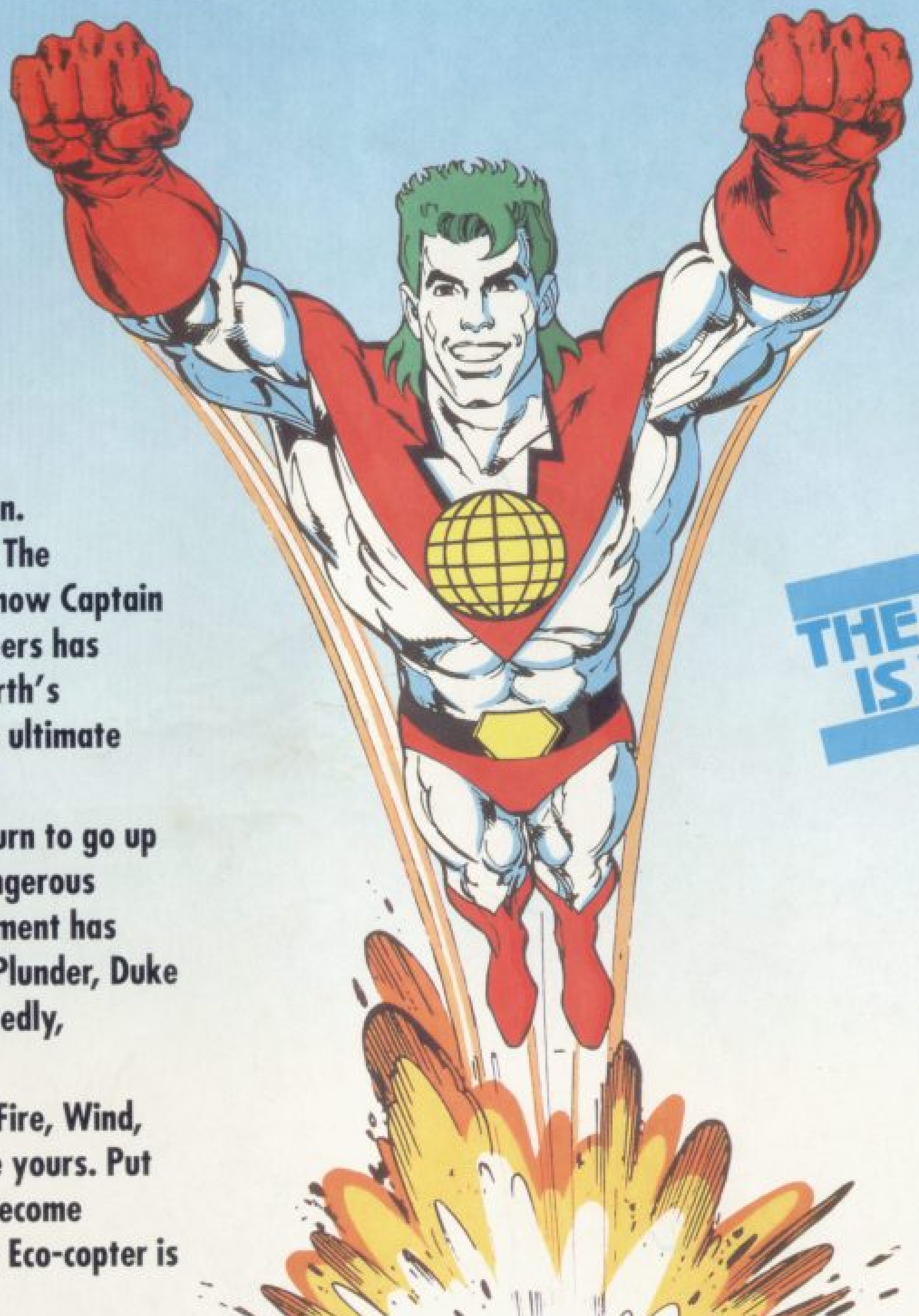
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